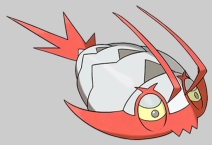
Nickname	Wimmy Wham					Species		Wimpod				Icon
Level	20		Total EXP	400	To Next	60	Gender	Female				
Nature	Impish		+2	DEF	-2	SATK	Shiny?	yes				
Type	BUG	WATER	Likes	Sour	Dislikes	Dry	Egg Group	Bug		Water 3		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	3		3	2	5	--	--	45		45	45	4
ATK	4		4	9	13		13	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	6		6	8	14		14	Vs ATK	2	22	15	11
SATK	0		1	2	3		3	Vs SATK	1	DR:		
SDEF	3		3	2	5		5	Vs Any	3	Training Exp:		10
SPD	8		8	7	15		15	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	5	[Brief Description]				
Weapon Name:			Mods:			Spent:	2	Raised:				
Weapon Desc:						Left:	3	Lowered:				



Notes: Starter, used 'this One's Special, I Know It' Used tutor feat and mentor to teach Flip turn and Waterfall

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 13	At-Will	4	Melee, 1 Target	--	--
Struggle Bug	Bug	Special	7	2d6+10 + 3	At-Will	2	Cone 2	Lower the Special Attack of all legal targets by -1 CS.	Smart - Excitement
Sand Attack	Ground	Status	--	-- -- --	EOT	2	2, 1 Target	The target is Blinded until the end of their next turn.	Cute - Excitement
Flip Turn	Water	Physical	8	2d8+10 + 13	At-Will	2	Melee, 1 Target, Dash	If Flip Turn successfully hits its target, the user deals damage and then may immediately be returned to its Poké Ball in the same turn. A New Pokémon may immediately be sent out. Using Flip Turn lets a Trapped user be recalled. If the user is not recalled, their movement this turn does not provoke Attacks of Opportunity instead.	Cool - Inversed Appeal
Waterfall	Water	Physical	10	3d8+10 + 13	EOT	2	Melee, 1 Target	Waterfall Flinches the target on 17+.	Tough - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Bug	Water	1	0.5	1.5	1	0.5	1.5	1	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	0.5	1	1.5	1	0.5	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	6	Levitate	0	Power	1
Sky	0	Burrow	0	Weight	1
Swim	6	Jump (H/L)	1 / 2	Size	Small
Naturewalk:		-			
Other Capabilities					
Gilled	Underdog	-	-	-	-

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Emergency Exit	Scene - Free Action	When the user's Hit Points drop below half their maximum, their trainer may immediately recall the user and send out another Pokemon as a Free Action. If the user hasn't taken their turn yet, their replacement may act this round. [Defensive] Bonus: The user is immune to Trapped.
Infiltrator	Static	The user gains a +2 Bonus to Stealth Checks, does not trigger Hazards, and Blessings cannot be activated in response to its actions, and the user may bypass the effects of Substitute.
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Poké Edges

Name	Cost	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features		
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs	
11	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Pokémon Skills

Acrobatics	**3d6**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**1d6+2**	Medicine Ed	**1d6**	**Focus**	**1d6**	**Perception**	**4d6+1**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**4d6**
Combat	**1d6**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Alolan Grimer				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Jolly		+2	SPD	-2	SATK	Shiny?	Normal				
Type	POISON	DARK	Likes	Sweet	Dislikes	Dry	Egg Group	Indeterminate		-		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	8		8	9	17	--	--	76		76	76	7
ATK	8		8	2	10		10	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	5		5	4	9		9	Vs ATK	1	38	25	19
SATK	2		2	3	5		5	Vs SATK	1	DR:		
SDEF	5		5	4	9		9	Vs Any	1	Training Exp:		7
SPD	5		5	3	8		8	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:	2	Raised:				
Weapon Desc:						Left:	2	Lowered:				

Tutor feature for Poison Jab

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 10	At-Will	4	Melee, 1 Target	--	--
Acid Spray	Poison	Special	6	2d6+8 + 15	EOT	2	4, 1 Target	Acid Spray lowers the target's Special Defense by -2 CS.	Smart - Unsettling
Poison Gas	Poison	Status	--	-- -- --	Scene	6	Burst 1 or Cone 2	Poison Gas Poisons all legal targets.	Smart - Steady Performance
Harden	Normal	Status	--	-- -- --	At-Will	--	Self	Raise the user's Defense by +1 CS.	Tough - Sabotage
Bite	Dark	Physical	8	2d8+10 + 10	At-Will	2	Melee, 1 Target	Bite Flinches the target on 15+.	Tough - Steady Performance
Disable	Normal	Status	--	-- -- --	Scene	--	1 Target, Trigger	Disable may be used as a Free Action that does not take up a Command whenever the user is hit by a Move. That Move becomes Disabled for the attacker.	Smart - Excitement
Poison Jab	Poison	Physical	10	3d8+10 + 10	EOT	2	Melee, 1 Target	Poison Jab Poisons the target on 15+.	Smart - Incentives
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Poison	Dark	1	1	1	0.5	1.5	1	1	0.5	1
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1	0.5	1	0	1	1	0.5	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	4	Levitate	0	Power	3
Sky	0	Burrow	0	Weight	3
Swim	3	Jump (H/L)	1 / 1	Size	Small
Naturewalk:		-			

Other Capabilities

Amorphous	Darkvision	Dead Silent	Sticky Hold	Underdog	Wallclimber
-	-	-			

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Weird Power	Static	If the user's Attack is higher than its Special Attack, the user may add its Attack Stat to its Special Damage Rolls. If their Special Attack is higher, they user may add its Special Attack Stat to its Physical Damage Rolls. This does not stack with Twisted Power.
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Augmenation Shock

Shocked At	Penalties
19	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	**1d6**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**2d6+1**	Medicine Ed	**1d6**	**Focus**	**2d6**	**Perception**	**2d6**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**3d6+1**
Combat	**2d6**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Alolan Raichu				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Timid		+2	SPD	-2	ATK	Shiny?	Normal				
Type	ELECTR	PSYCHC	Likes	Sweet	Dislikes	Spicy	Egg Group	Fairy		Field		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	6		6	2	8	--	--	49		49	49	4
ATK	7		7		7		7	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	5		5	3	8		8	Vs ATK	1	24	16	12
SATK	10		10	6	16		16	Vs SATK	3	DR:		
SDEF	9		9	7	16		16	Vs Any	4	Training Exp:		7
SPD	13		13	7	20		20	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:	1	Raised:				
Weapon Desc:						Left:	3	Lowered:				

used move Mentor feat for Thunderbolt

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 7	At-Will	4	Melee, 1 Target	--	--
Charm	Fairy	Status	--	-- -- --	EOT	2	6, 1 Target, Social	Lower the target's Attack by -2 CS.	Cute - Excitement
Thunderbolt	Electric	Special	11	3d10+10 + 16	EOT	2	4, 1 Target	Thunderbolt Paralyzes the target on 19+.	Cool - Exhausting Act
Electro Ball	Electric	Special	8	2d8+10 + 16	Scene x2	2	10, 1 Target	When determining the damage dealt by Electro Ball, the user adds its Speed Stat (including CS) in addition to their Special Attack Stat. The target in turn subtracts both its Speed and Special Defense Stats from the damage dealt before applying Type Effectiveness.	Beauty - Double TIme
Sweet Kiss	Fairy	Status	--	-- -- --	Scene x2	6	6, 1 Target, Social	The target is Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.	Cute - Excitement
Quick Attack	Normal	Physical	4	1d8+6 + 7	At-Will	2	Melee, 1 Target, Priority	--	Cool - Saving Grace
Psychic	Psychic	Special	11	3d10+10 + 16	EOT	2	5, 1 Target, Push	The target is Pushed 1 meter in any direction. Psychic lowers the target's Special Defense 1 Combat Stage on 17+. Grants Telekinetic.	Smart - Exhausting Act
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Electric	Psychic	1	0.5	0.5	1	1.5	1	1.5	1.5	0.5
Type 3	**Type 4**									
None	None	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
Type 5	**Type 6**	1	1	1	0	0.5	1	1	1.5	1
None	None									

Capabilities

Overland	6	Levitate	6	Power	4
Sky	0	Burrow	0	Weight	2
Swim	3	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		Grassland, Urban			
Other Capabilities					
Telekinetic	-	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Motor Drive	Static	The user is immune to the damage and effects of Electric Type attacks. Whenever an Electric Type attack hits the Pokémon, raise their Speed by +1 Combat Stage. Defensive.
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Poké Edges

Name	Cost	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features	
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs
12	0	10	0	10	No	0 2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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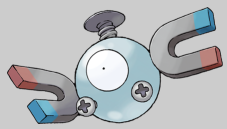
Pokémon Skills

Acrobatics	3d6+1	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6+1	Medicine Ed	1d6	**Focus**	4d6+3	**Perception**	2d6+1
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	4d6+2
Combat	4d6+2	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Magnemite				Icon
Level	15		Total EXP	220	To Next	30	Gender					
Nature	Bold		+2	DEF	-2	ATK	Shiny?	Normal				
Type	ELECTR	STEEL	Likes	Sour	Dislikes	Spicy	Egg Group	Mineral		-		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	3		3	4	7	--	--	46		46	46	4
ATK	2		2		2		2	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	9		9	5	14		14	Vs ATK	2	23	15	11
SATK	10		10	9	19		19	Vs SATK	2	DR:		
SDEF	6		6	5	11		11	Vs Any	1	Training Exp:		7
SPD	5		5	2	7		7	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:	2	Raised:				
Weapon Desc:						Left:	2	Lowered:				



Used Tutor feat for Gyro Ball

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 2	At-Will	4	Melee, 1 Target	--	--
Tackle	Normal	Physical	4	1d8+6 + 2	At-Will	2	Melee, 1 Target, Dash, Push	The target is Pushed 2 Meters.	Tough - Steady Performance
Supersonic	Normal	Status	--	-- -- --	Scene x2	6	4, 1 Target, Sonic	The target becomes Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.	Smart - Excitement
Thunder Shock	Electric	Special	6	2d6+8 + 19	At-Will	2	4, 1 Target	Thunder Shock Paralyzes the target on 17+.	Cool - Steady Performance
Sonic Boom	Normal	Special	15 Dmg	15 -- --	EOT	6	8, 1 Target	Sonic Boom causes the target to lose 15 HP. Sonic Boom is Special and interacts with other moves and effects as such (Special Evasion may be applied to avoid it, Mirror Coat can reflect it, etc.)	Cool - Steady Performance
Gyro Ball	Steel	Physical	8	2d8+10 + 2	Scene x2	2	6, 1 Target	The target reveals their Speed Stat (including Combat Stages). If it is higher than the user's (including Combat Stages), subtract the user's Speed Stat from the target's and apply the difference as Bonus Damage.	Beauty - Double Time
Thunder Wave	Electric	Status	--	-- -- --	Scene x2	4	6, 1 Target	Thunder Wave Paralyzes the target. Pokémon immune to Electric Attacks are immune to Thunder Wave's effects.	Cool - Excitement
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Electric	Steel	0.5	1.5	0.25	0	2	0.5	0.5	1	0.25
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1.5	1	0.5	0.5	0.5	0.5	0.5	1	0.5
Type 5	**Type 6**									
None	None									

Capabilities

Overland	2	Levitate	4	Power	2
Sky	0	Burrow	0	Weight	1
Swim	3	Jump (H/L)	1 / 1	Size	Small
Naturewalk:		-			

Other Capabilities

Dead Silent	Magnetic	Zapper	Underdog	-	-
-	-	-			

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Magnet Pull	Scene x3 - Swift Action	Keywords - 2-16 Errata Target - A Steel-Type Pokémon within 6 meters Pick Two Effects; -The target is pushed or pulled X meters directly away or towards the user. X is up to 6 meters minus the target's Weight Class. -Until the end of the user's next turn, the target may not move more then 6 meters away from the user . -Until the end of the user's next turn, the target may not move closer than 3 meters to the user.
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Augmenation Shock		Augmentation Capacity			Upgrader Features		
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs	
11	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	2d6+1	Medicine Ed	1d6	**Focus**	2d6+1	**Perception**	2d6+1
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	3d6
Combat	2d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Slowpoke				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Brave		+2	ATK	-2	SPD	Shiny?	Normal				
Type	WATER	PSYCHC	Likes	Spicy	Dislikes	Sweet	Egg Group	Monster		Water 1		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	9		9	9	18	--	--	79		79	79	7
ATK	9		9	8	17		17	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	7		7	3	10		10	Vs ATK	2	39	26	19
SATK	4		4	1	5		5	Vs SATK	1	DR:		
SDEF	4		4	4	8		8	Vs Any	0	Training Exp:		7
SPD	0		1		1		1	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:	2	Raised:				
Weapon Desc:						Left:	2	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 17	At-Will	4	Melee, 1 Target	--	--
Curse	Ghost	Status	--	-- -- --	See Text	--	Self	If the user is not a Ghost Type, Curse has a Frequency of EOT, and when used the user lowers its Speed by -1 Combat Stage, but raises Attack and Defense by +1 Combat Stage each. If the user is a Ghost Type, Curse has a Frequency of Scene, and when used the user loses 1/3 of their Max Hit Points and a target Pokémon or Trainer within 8 meters of the user becomes Cursed. This Hit Point loss cannot be prevented in any way.	Tough - Safe Option
Zen Headbutt	Psychic	Physical	10	3d8+10 + 17	EOT	4	Melee, 1 Target, Dash	Zen Headbutt Flinches the target on 15+.	TUTORED THIS
Yawn	Normal	Status	--	-- -- --	Scene x2	--	2, 1 Target, Social	The target falls Asleep at the end of its next turn. Yawn cannot miss.	Cute - Excitement
Growl	Normal	Status	--	-- -- --	At-Will	2	Burst 1, Friendly, Sonic, Social	Lower the Attack of all legal targets by -1 CS.	Cute - Excitement
Water Gun	Water	Special	6	2d6+8 + 5	At-Will	2	4, 1 Target	*Grants Fountain	Cute - Steady Performance
Confusion	Psychic	Special	7	2d6+10 + 5	At-Will	2	6, 1 Target	Confusion Confuses the target on 19+.	Smart - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water	Psychic	1	0.5	1	1	1	1	1.5	1.5	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	0.5	1.5	1.5	0.5	0.5	1	1.5	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	1	Levitate	0	Power	2
Sky	0	Burrow	0	Weight	3
Swim	2	Jump (H/L)	1 / 1	Size	Medium
Naturewalk:		Wetlands			

Other Capabilities

Fountain	Underdog	-	-	-	-

Weather & Terrain Reference	Stratagem Reference
--	--

Abilities

Name	Frequency	Effect
Own Tempo	Static	The user is immune to Confusion. Defensive.
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Augmenation Shock

Shocked At	Penalties
19	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	**1d6**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**2d6**	Medicine Ed	**1d6**	**Focus**	**4d6**	**Perception**	**1d6**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**1d6**
Combat	**1d6**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Golbat				Icon
Level	20		Total EXP	400	To Next	60	Gender	Male				
Nature	Proud		+1	HP	-2	SATK	Shiny?	Normal				
Type	POISON	FLYING	Likes	Salty	Dislikes	Dry	Egg Group	Flying	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	9		9	6	15	--	--	75		75	75	7
ATK	8		8	5	13		13	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	7		7	4	11		11	Vs ATK	2	37	25	18
SATK	5		5	0	5		5	Vs SATK	2	DR:		
SDEF	8		8	4	12		12	Vs Any	4	Training Exp:		10
SPD	9		9	11	20		20	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	5	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	5	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 13	At-Will	4	Melee, 1 Target	--	--
Leech Life	Bug	Physical	8	2d8+10 + 13	Scene x2	2	Melee, 1 Target	After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.	Smart - Good Show!
Wing Attack	Flying	Physical	8	2d8+10 + 13	At-Will	2	Melee, 1 Target	--	Cool - Steady Performance
Astonish	Ghost	Physical	3	1d6+5 + 13	At-Will	2	Melee, 1 Target	Flinches the target on 15+. Once per scene, if the user joined the encounter or was switched in this round, this Move cannot miss and automatically Flinches the target.	Smart - Steady Performance
Bite	Dark	Physical	6	2d6+8 + 13	At-Will	2	Melee, 1 Target	Bite Flinches the target on 15+.	Tough - Steady Performance
Confuse Ray	Ghost	Status	--	-- -- --	Scene x2	2	6, 1 Target	The target is Confused.	Smart - Unsettling
Air Cutter	Flying	Special	8	2d8+10 + 5	At-Will	2	Cone 2, Slice, Windy	Air Cutter is a Critical Hit on 18+.	Cool - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Poison	Flying	1	0.25	1	0.5	0	1.5	0.25	1	1
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1	0.25	1.5	1.5	1.5	1	1	0.5
Type 5	**Type 6**									
None	None									

Capabilities

Overland	3	Levitate	0	Power	3
Sky	5	Burrow	0	Weight	4
Swim	2	Jump (H/L)	1 / 1	Size	Medium
Naturewalk:		-			

Other Capabilities

Darkvision	Tracker	-	-	-	-

Weather & Terrain Reference	Stratagem Reference
--	--

Abilities

Name	Frequency	Effect
Inner Focus	Static	The user cannot be Flinched, and their Initiative cannot be unwillingly lowered by any effects.
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Augmenation Shock		Augmentation Capacity			Upgrader Features		
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs	
18	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	**3d6+2**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**2d6+2**	Medicine Ed	**1d6**	**Focus**	**3d6**	**Perception**	**2d6**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**3d6**
Combat	**3d6**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Gliscor				Icon
Level	16		Total EXP	250	To Next	35	Gender	Male				
Nature	Hardy		+2	ATK	-2	ATK	Shiny?	Normal				
Type	GROUND	FLYING	Likes	None	Dislikes	None	Egg Group	Bug	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	8		8	2	10	--	--	56		56	56	5
ATK	10		10	10	20		20	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	13		13	7	20		20	Vs ATK	4	28	18	14
SATK	5		5		5		5	Vs SATK	2	DR:		
SDEF	8		8	2	10		10	Vs Any	3	Training Exp:		8
SPD	10		10	5	15		15	Status Afflictions:		Vitamins:		
Held Item:	Razor Fang		Pts Left:	0	Extra Items:							
Item Description:	The holder's damaging attacks cause an Injury on a roll of 19+.											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:	3	Raised:				
Weapon Desc:						Left:	1	Lowered:				

tutor fire fang, thunder fang and poison jab

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 20	At-Will	4	Melee, 1 Target	--	--
Poison Jab	Poison	Physical	8	2d8+10 + 20	EOT	2	Melee, 1 Target	Poison Jab Poisons the target on 15+.	Smart - Incentives
Sand Attack	Ground	Status	--	-- -- --	EOT	2	2, 1 Target	The target is Blinded until the end of their next turn.	Cute - Excitement
Thunder Fang	Electric	Physical	7	2d6+10 + 20	At-Will	3	Melee, 1 Target	Thunder Fang Paralyzes or Flinches on 18-19; flip a coin to determine whether the foe becomes Paralyzed or Flinched. On 20, the foe is both Paralyzed and Flinched.	Smart - Steady Performance
Knock Off	Dark	Physical	7	2d6+10 + 20	Scene	2	Melee, 1 Target	Choose one of the target's Held Items or Accessory Slot Items. The selected item is knocked to the ground.	Smart - Steady Performance
Fire Fang	Fire	Physical	7	2d6+10 + 20	At-Will	3	Melee, 1 Target	Fire Fang Burns or Flinches on 18-19 during Accuracy Check; flip a coin to determine whether the foe becomes Burned or Flinched. On 20 during Accuracy Check, the foe is both Burned and Flinched. *Grants: Firestarter	Beauty - Steady Performance
Fury Cutter	Bug	Physical	4	1d8+6 + 20	At-Will	3	Melee, 1 Target, Slice	If Fury Cutter is used successfully and consecutively on the same target, the Damage Base is increased by +4; the first hit has a DB of 4, the second hit a DB of 8, the third hit a DB of 12, and the fourth and all further hits have a DB of 16. If Fury Cutter misses or fails to damage its target, its Damage Base resets.	Cool - Reliable
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Ground	Flying	1	0.5	1	0.5	0	1	0.5	1	1
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1.5	1	0	1	2	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	5	Levitate	0	Power	5
Sky	6	Burrow	4	Weight	3
Swim	3	Jump (H/L)	2 / 3	Size	Medium
Naturewalk:		-			

Other Capabilities

-	-	-	-	-	-

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Hyper Cutter	Static	The user's Attack Stat may not be lowered, and its Attack Combat Stages may not be lowered. Defensive.
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Augmenation Shock		Augmentation Capacity			Upgrader Features	
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs
14	0	10	0	10	No	0 2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6+1	Medicine Ed	1d6	**Focus**	3d6+1	**Perception**	4d6+1
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	4d6+1
Combat	4d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname	up def down spec atk					Species		Rockruff				Icon
Level	11		Total EXP	120	To Next	15	Gender	Male				
Nature	Impish		+2	DEF	-2	SATK	Shiny?	Normal				
Type	ROCK	--	Likes	Sour	Dislikes	Dry	Egg Group	Field	-			

Stat	Species	Mod	Base	Added	Total	Stage	Adj.
HP	5		5	3	8	--	--
ATK	7		7	4	11		11
DEF	6		6	9	15		15
SATK	1		1		1		1
SDEF	4		4	1	5		5
SPD	6		6	4	10		10

Max HP	Injuries	Injured HP	Current HP	Tick
45		45	45	4

Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
Vs ATK	3	22	15	11
Vs SATK	1	DR:		
Vs Any	2	Training Exp:		5

Held Item:		Pts Left:	0	Extra Items:
Item Description:	--			
Digestion/Food:		--		
Weapon Name:		Mods:		
Weapon Desc:				

Tutor Points	
Earned:	3
Spent:	
Left:	3

Skill Background
[Brief Description]

Status Afflictions:	Vitamins:		

Used tutor feat for Stone Edge

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 11	At-Will	4	Melee, 1 Target	--	--
Tackle	Normal	Physical	4	1d8+6 + 11	At-Will	2	Melee, 1 Target, Dash, Push	The target is Pushed 2 Meters.	Tough - Steady Performance
Leer	Normal	Status	--	-- -- --	At-Will	2	Cone 2, Friendly, Social	All legal targets have their Defense lowered by -1 CS.	Cool - Excitement
Sand Attack	Ground	Status	--	-- -- --	EOT	2	2, 1 Target	The target is Blinded until the end of their next turn.	Cute - Excitement
Bite	Dark	Physical	6	2d6+8 + 11	At-Will	2	Melee, 1 Target	Bite Flinches the target on 15+.	Tough - Steady Performance
Stone Edge	Rock	Physical	12	3d12+10 + 11	EOT	5	8, 1 Target	Stone Edge is a Critical Hit on 17+. *Grants Materializer	Tough - Incentives
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Rock		0.5	1.5	0.5	0.5	1.5	1	1	1	1.5
Type 3	Type 4	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	1.5	1.5	1	1	1	1	1	1
Type 5	Type 6									
None	None									

Capabilities

Overland	5	Levitate	0	Power	2
Sky	0	Burrow	0	Weight	1
Swim	4	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		Mountain			

Other Capabilities					
Tracker	Underdog	-	-	-	-

Weather & Terrain Reference	Stratagem Reference
--	--

Abilities

Name	Frequency	Effect
Vital Spirit	Static	The user is immune to the Sleep condition, and cannot use the move Rest. Defensive.
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Augmenation Shock		Augmentation Capacity			Upgrader Features	
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs
11	0	10	0	10	No	0 2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6+1	Medicine Ed	1d6	Focus	2d6	Perception	4d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	Stealth	2d6
Combat	2d6+2	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			Sheet Color:		Purple	

Nickname	up hp down atk					Species		Rockruff				Icon
Level	11		Total EXP	120	To Next	15	Gender	Male				
Nature	Cuddly		+1	HP	-2	ATK	Shiny?	Normal				
Type	ROCK	--	Likes	Salty	Dislikes	Spicy	Egg Group	Field	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	6		6	12	18	--	--	75		75	75	7
ATK	5		5	3	8		8	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	4		4	1	5		5	Vs ATK	1	37	25	18
SATK	3		3		3		3	Vs SATK	1	DR:		
SDEF	4		4	1	5		5	Vs Any	2	Training Exp:		5
SPD	6		6	4	10		10	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	3	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	3	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 8	At-Will	4	Melee, 1 Target	--	--
Tackle	Normal	Physical	4	1d8+6 + 8	At-Will	2	Melee, 1 Target, Dash, Push	The target is Pushed 2 Meters.	Tough - Steady Performance
Leer	Normal	Status	--	-- -- --	At-Will	2	Cone 2, Friendly, Social	All legal targets have their Defense lowered by -1 CS.	Cool - Excitement
Sand Attack	Ground	Status	--	-- -- --	EOT	2	2, 1 Target	The target is Blinded until the end of their next turn.	Cute - Excitement
Bite	Dark	Physical	6	2d6+8 + 8	At-Will	2	Melee, 1 Target	Bite Flinches the target on 15+.	Tough - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Rock		0.5	1.5	0.5	0.5	1.5	1	1	1	1.5
Type 3	**Type 4**									
None	None	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
Type 5	**Type 6**	0.5	1.5	1.5	1	1	1	1	1	1
None	None									

Capabilities

Overland	5	Levitate	0	Power	2
Sky	0	Burrow	0	Weight	1
Swim	4	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		Mountain			

Other Capabilities

Tracker	Underdog				
-	-	-		-	-

Weather & Terrain Reference

--

Stratagem Reference

--

Abilities

Name	Frequency	Effect
Keen Eye	Static	The user's Accuracy cannot be lowered, their attacks cannot have Accuracy Penalties (such as from Illuminate), the user is immune to the Blind condition (but not Total Blindness), and the user ignores any Evasion not directly derived from Stats (such as from the Instinct Ability, or from moves like Minimize).
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Augmenation Shock

Shocked At	Penalties
18	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6+1	Medicine Ed	1d6	**Focus**	2d6	**Perception**	4d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	2d6
Combat	2d6+2	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname	spec def up spec att down					Species		Rockruff				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Careful		+2	SDEF	-2	SATK	Shiny?	Normal				
Type	ROCK	--	Likes	Bitter	Dislikes	Dry	Egg Group	Field	-			

Stat	Species	Mod	Base	Added	Total	Stage	Adj.
HP	5		5	5	10	--	--
ATK	7		7	8	15		15
DEF	4		4	1	5		5
SATK	1		1		1		1
SDEF	6		6	6	12		12
SPD	6		6	5	11		11

Max HP	Injuries	Injured HP	Current HP	Tick
55		55	55	5

Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
Vs ATK	1	27	18	13
Vs SATK	2	DR:		
Vs Any	2	Training Exp:		7
Status Afflictions:		Vitamins:		

Held Item:		Pts Left:	0	Extra Items:
Item Description:	--			
Digestion/Food:		--		
Weapon Name:		Mods:		
Weapon Desc:				

Tutor Points		Skill Background
Earned:	4	[Brief Description]
Spent:	2	Raised:
Left:	2	Lowered:

Used tutor feat for Stone Edge

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 15	At-Will	4	Melee, 1 Target	--	--
Rock Throw	Rock	Physical	7	2d6+10 + 15	At-Will	4	6, 1 Target	--	Tough - Steady Performance
Leer	Normal	Status	--	-- -- --	At-Will	2	Cone 2, Friendly, Social	All legal targets have their Defense lowered by -1 CS.	Cool - Excitement
Sand Attack	Ground	Status	--	-- -- --	EOT	2	2, 1 Target	The target is Blinded until the end of their next turn.	Cute - Excitement
Bite	Dark	Physical	6	2d6+8 + 15	At-Will	2	Melee, 1 Target	Bite Flinches the target on 15+.	Tough - Steady Performance
Stone Edge	Rock	Physical	12	3d12+10 + 15	EOT	5	8, 1 Target	Stone Edge is a Critical Hit on 17+. *Grants Materializer	Tough - Incentives
Howl	Normal	Status	--	-- -- --	EOT	--	Burst 1	The user and all allies in the Burst have their Attack CS raised by 1.	Cool - Get Ready!
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Rock		0.5	1.5	0.5	0.5	1.5	1	1	1	1.5
Type 3	**Type 4**									
None	None	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
Type 5	**Type 6**	0.5	1.5	1.5	1	1	1	1	1	1
None	None									

Capabilities

Overland	5	Levitate	0	Power	2
Sky	0	Burrow	0	Weight	1
Swim	4	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		Mountain			

Other Capabilities

Tracker	Underdog	-	-	-	-

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Vital Spirit	Static	The user is immune to the Sleep condition, and cannot use the move Rest. Defensive.
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Augmenation Shock		Augmentation Capacity			Upgrader Features	
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs
13	0	10	0	10	No	0 2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6+1	Medicine Ed	1d6	**Focus**	2d6	**Perception**	4d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	2d6
Combat	2d6+2	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Machop				Icon
Level	15		Total EXP	220	To Next	30	Gender	Male				
Nature	Naive		+2	SPD	-2	SDEF	Shiny?	Normal				
Type	FIGHT	--	Likes	Sweet	Dislikes	Bitter	Egg Group	Humanshape	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	7		7	7	14	--	--	67		67	67	6
ATK	8		8	10	18		18	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	5		5	4	9		9	Vs ATK	1	33	22	16
SATK	4		4		4		4	Vs SATK	0	DR:		
SDEF	2		2		2		2	Vs Any	2	Training Exp:		7
SPD	6		6	4	10		10	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	4	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 18	At-Will	4	Melee, 1 Target	--	--
Leer	Normal	Status	--	-- -- --	At-Will	2	Cone 2, Friendly, Social	All legal targets have their Defense lowered by -1 CS.	Cool - Excitement
Low Kick	Fighting	Physical	X, Effect	See Effect -- --	EOT	2	Melee, 1 Target, Weight Class	Low Kick's Damage Base is equal to twice the target's Weight Class.	Tough - Steady Performance
Seismic Toss	Fighting	Physical	--	-- -- --	Scene x2	2	Melee, 1 Target	The target loses HP equal to the level of Seismic Toss's user. Do not apply weakness or resistance. Do not apply stats.	Tough - Steady Performance
Karate Chop	Fighting	Physical	7	2d6+10 + 18	At-Will	2	Melee, 1 Target	Karate Chop is a Critical Hit on 17+.	Tough - Steady Performance
Foresight	Normal	Status	--	-- -- --	Scene x2	--	Self, Swift Action	Foresight may be activated as a Swift Action on the user's turn. For the rest of the turn, the user's Normal-Type and Fighting-Type Moves can hit and affect Ghost-Type targets, and the user can see through the Illusion Ability, Moves with the Illusion keyword, and effects created by the Illusionist Capability, ignoring all effects from those.	Smart - Good Show!
Low Sweep	Fighting	Physical	9	2d10+10 + 18	EOT	2	Melee, 1 Target	Lower the target's Speed by -1 CS.	Tough - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Fighting		1	1	1.5	1	1	0.5	0.5	1	1
Type 3	**Type 4**									
None	None	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
Type 5	**Type 6**	1	1	1	1	1.5	1	1	0.5	1.5
None	None									

Capabilities

Overland	5	Levitate	0	Power	5
Sky	0	Burrow	0	Weight	2
Swim	4	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		Cave, Mountain			
Other Capabilities					
Underdog	-	-	-	-	-
-	-	-			

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Steadfast	At-Will - Free Action	Keywords - 2-16 Errata Trigger - The user would be Flinched The user's Speed is raised by +1 Combat Stage. Bonus: The user's Initiative is increased by +5.
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Poké Edges

Name	Cost	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features	
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs
16	0	10	0	10	No	0 2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Pokémon Skills

Acrobatics	**3d6**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**3d6**	Medicine Ed	**1d6**	**Focus**	**2d6**	**Perception**	**2d6**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**2d6**
Combat	**3d6+2**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Smeargle				Icon
Level	11		Total EXP	110	To Next	25	Gender	Female				
Nature	Quirky		+2	SDEF	-2	SDEF	Shiny?	Normal				
Type	NORMAL	--	Likes	None	Dislikes	None	Egg Group	Field	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	6		6	4	10	--	--	51		51	51	5
ATK	2		2		2		2	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	4	3	7	7	14		14	Vs ATK	2	25	17	12
SATK	2	3	5	5	10		10	Vs SATK	1	DR:		
SDEF	5		5	3	8		8	Vs Any	2	Training Exp:		5
SPD	8		8	2	10		10	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	3	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	3	Lowered:				

Orange Yellow Paint

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 2	At-Will	4	Melee, 1 Target	--	--
Sketch	Normal	Status	--	-- -- --	Daily	--	15, 1 Target	Sketch cannot miss. Once Sketch has been used, remove Sketch from the user's Move list. The last Move that the target used is added to the user's Move list permanently. Sketch may not be Interrupted or Intercepted.	Smart - Catching Up
Sketch	Normal	Status	--	-- -- --	Daily	--	15, 1 Target	Sketch cannot miss. Once Sketch has been used, remove Sketch from the user's Move list. The last Move that the target used is added to the user's Move list permanently. Sketch may not be Interrupted or Intercepted.	Smart - Catching Up
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Normal		1	1.5	1	1	1	1	1	0	1
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1	1	1	1	1	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	5	Levitate	0	Power	3
Sky	0	Burrow	0	Weight	4
Swim	3	Jump (H/L)	1 / 1	Size	Medium
Naturewalk:		Forest, Urban			
Other Capabilities					
Tracker	Underdog	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Color Theory	Static	Upon gaining this ability at Birth, the user rolls 1d12 to determine the color of their tail secretions. 1 = Red; 2 = Red-Orange; 3 = Orange; 4 = Yellow- Orange; 5 = Yellow; 6 = Yellow-Green; 7 = Green; 8 = Blue-Green; 9 = Blue; 10 = Blue-Violet; 11 = Violet; 12 = Red-Violet. Red is tied to Attack, Orange is tied to Defense, Yellow is tied to Special Attack, Green is tied to Special Defense, Blue is tied to Speed, Violet is tied to HP. Users with a "Pure" Color (Red, Orange, Yellow, etc) gain a +6 Bonus to the Base Stat tied to their color. Users with a "Mixed" Color (Red-Orange, Yellow-Orange, etc) gain a +3 Bonus to each Stat tied to the color.
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Poké Edges

Name	Cost	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features		
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs	
12	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Pokémon Skills

Acrobatics	**2d6**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**2d6**	Medicine Ed	**1d6**	**Focus**	**2d6+1**	**Perception**	**3d6+2**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**4d6**
Combat	**2d6**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Brionne				Icon
Level	15		Total EXP	220	To Next	30	Gender	Male				
Nature	Quirky		+2	SDEF	-2	SDEF	Shiny?	Normal				
Type	WATER	--	Likes	None	Dislikes	None	Egg Group	Water 1		Field		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	6		6	3	9	--	--	52		52	52	5
ATK	7		7		7		7	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	7		7	1	8		8	Vs ATK	1	26	17	13
SATK	9		9	11	20		20	Vs SATK	2	DR:		
SDEF	8		8	4	12		12	Vs Any	2	Training Exp:		7
SPD	5		5	6	11		11	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:	2	Raised:				
Weapon Desc:						Left:	2	Lowered:				

Note: Used 'This One's Special...' Tutor Feat for Scald

Inherited Moves

Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 7	At-Will	4	Melee, 1 Target	--	--
Pound	Normal	Physical	4	1d8+6 + 7	At-Will	2	Melee, 1 Target	--	Tough - Steady Performance
Water Gun	Water	Special	6	2d6+8 + 20	At-Will	2	4, 1 Target	*Grants Fountain	Cute - Steady Performance
Growl	Normal	Status	--	-- -- --	At-Will	2	Burst 1, Friendly, Sonic, Social	Lower the Attack of all legal targets by -1 CS.	Cute - Excitement
Disarming Voice	Fairy	Special	4	1d8+6 + 20	At-Will	--	Burst 1	Disarming Voice cannot miss.	Cute - Exhausting Act
Baby-Doll Eyes	Fairy	Status	--	-- -- --	EOT	2	4, 1 Target, Priority, Social	Lower the target's Attack by -1 CS.	Cute - Excitement
Aqua Jet	Water	Physical	6	2d6+8 + 7	At-Will	2	Melee, 1 Target, Priority	--	Beauty - Saving Grace
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water		1	1	1	1	1	1	1	1	0.5
Type 3	**Type 4**									
None	None	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
Type 5	**Type 6**	0.5	0.5	1.5	1.5	1	0.5	1	1	1
None	None									

Capabilities

Overland	4	Levitate	0	Power	3
Sky	0	Burrow	0	Weight	2
Swim	5	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		-			

Other Capabilities

Fountain	Underdog	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Swift Swim	Static	Keywords - 2-16 Errata While in Rainy Weather or under 50% Max Hit Points, the user's Initiative is doubled.
Starlight	Daily - Swift Action	Keywords - 2-16 Errata The user may activate Starlight while exposed to moonlight or starlight to become Luminous. As a Swift Action, the user may expend the Luminous condition to gain +2 Special Defense CS and +2 Evasion for the rest of the Scene.
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Augmenation Shock

Shocked At	Penalties
13	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	4d6+2	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6	Medicine Ed	1d6	**Focus**	4d6+2	**Perception**	2d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	3d6
Combat	2d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Mankey				Icon
Level	11		Total EXP	115	To Next	20	Gender	Male				
Nature	Impish		+2	DEF	-2	SATK	Shiny?	Normal				
Type	FIGHT	--	Likes	Sour	Dislikes	Dry	Egg Group	Field	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	4		4	2	6	--	--	39		39	39	3
ATK	8		8	10	18		18	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	6		6	4	10		10	Vs ATK	2	19	13	9
SATK	2		2		2		2	Vs SATK	1	DR:		
SDEF	5		5	2	7		7	Vs Any	2	Training Exp:		5
SPD	7		7	3	10		10	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	3	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	3	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 18	At-Will	4	Melee, 1 Target	--	--
Fury Swipes	Normal	Physical	3	1d6+5 + 18	EOT	5	Melee, 1 Target, Five Strike	--	Tough - Reliable
Leer	Normal	Status	--	-- -- --	At-Will	2	Cone 2, Friendly, Social	All legal targets have their Defense lowered by -1 CS.	Cool - Excitement
Rock Smash	Fighting	Physical	6	2d6+8 + 18	At-Will	2	Melee, 1 Target	Rock Smash lowers the target's Defense 1 Combat Stage on 17+.	Tough - Desperation
Focus Energy	Normal	Status	--	-- -- --	At-Will	--	Self	The user becomes Pumped. While Pumped, the user's Critical Range is extended by 2, or 18+ if the Critical Range is not otherwise extended. Being switched will cause this effect to end.	Cool - Get Ready!
Swagger	Normal	Status	--	-- -- --	EOT	5	6, 1 Target, Social	Raise the target's Attack by +2 CS. The target is Confused.	Cute - Excitement
Low Kick	Fighting	Physical	X, Effect	See Effect -- --	EOT	2	Melee, 1 Target, Weight Class	Low Kick's Damage Base is equal to twice the target's Weight Class.	Tough - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Fighting		1	1	1.5	1	1	0.5	0.5	1	1
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1	1	1	1.5	1	1	0.5	1.5
Type 5	**Type 6**									
None	None									

Capabilities

Overland	6	Levitate	0	Power	4
Sky	0	Burrow	0	Weight	3
Swim	2	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		Forest, Mountain			

Other Capabilities

Underdog	-	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Defiant	Static	Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Attack is raised 2 Combat Stages.
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Augmenation Shock

Shocked At	Penalties
9	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6+2	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6+2	Medicine Ed	1d6	**Focus**	1d6	**Perception**	2d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	3d6
Combat	2d6+2	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Hawlucha				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Adamant		+2	ATK	-2	SATK	Shiny?	Normal				
Type	FIGHT	FLYING	Likes	Spicy	Dislikes	Dry	Egg Group	Humanshape	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	8		8	4	12	--	--	61		61	61	6
ATK	11		11	9	20		20	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	8		8	2	10		10	Vs ATK	2	30	20	15
SATK	5		5		5		5	Vs SATK	2	DR:		
SDEF	6		6	4	10		10	Vs Any	3	Training Exp:		7
SPD	12		12	6	18		18	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	4	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle+	Normal	Physical	5	1d8+8 + 20	At-Will	3	Melee, 1 Target	--	--
Tackle	Normal	Physical	4	1d8+6 + 20	At-Will	2	Melee, 1 Target, Dash, Push	The target is Pushed 2 Meters.	Tough - Steady Performance
Hone Claws	Dark	Status	--	-- -- --	At-Will	--	Self	Raise the user's Attack by +1 CS and Accuracy by +1.	Cool - Get Ready!
Detect	Fighting	Status	--	-- -- --	Scene	--	Self, Trigger, Interrupt, Shield	If the user is hit by a Move, the user may use Detect. The user is instead not hit by the Move. You do not take any damage nor are you affected by anty of the Move's effects	Cool - Inversed Appeal
Karate Chop	Fighting	Physical	7	2d6+10 + 20	At-Will	2	Melee, 1 Target	Karate Chop is a Critical Hit on 17+.	Tough - Steady Performance
Wing Attack	Flying	Physical	8	2d8+10 + 20	At-Will	2	Melee, 1 Target	--	Cool - Steady Performance
Roost	Flying	Status	--	-- -- --	Daily x2	--	Self	The user regains HP equal to half of its full HP. If the user is a Flying Type, it loses the Flying Type until the start of their next turn.	Cool - Safe Option
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Fighting	Flying	1	0.5	1.5	1	0	1	0.25	1	1
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1	0.5	1.5	1.5	1.5	1	0.5	1.5
Type 5	**Type 6**									
None	None									

Capabilities

Overland	3	Levitate	0	Power	4
Sky	8	Burrow	0	Weight	2
Swim	2	Jump (H/L)	2 / 3	Size	Small
Naturewalk:		-			
Other Capabilities					
Guster	-	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Unburden	Static	Keywords - 2-16 Errata The default state of the user's Speed is +2 Combat Stages. While holding a Held Item, the user's Speed is lowered by 2 Combat Stages.
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Augmenation Shock

Shocked At	Penalties
15	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	4d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	4d6	Medicine Ed	1d6	**Focus**	3d6	**Perception**	4d6+2
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	2d6
Combat	5d6+3	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Yellow Oricorio				Icon
Level	15		Total EXP	220	To Next	30	Gender					
Nature	Distracted		+1	HP	-2	DEF	Shiny?	Normal				
Type	FLYING	ELECTR	Likes	Salty	Dislikes	Sour	Egg Group	Flying		-		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	10		10	8	18	--	--	79		79	79	7
ATK	7		7	4	11		11	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	5		5		5		5	Vs ATK	1	39	26	19
SATK	10		10	7	17		17	Vs SATK	1	DR:		
SDEF	7		7		7		7	Vs Any	3	Training Exp:		7
SPD	9		9	6	15		15	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	4	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 11	At-Will	4	Melee, 1 Target	--	--
Pound	Normal	Physical	4	1d8+6 + 11	At-Will	2	Melee, 1 Target	--	Tough - Steady Performance
Growl	Normal	Status	--	-- -- --	At-Will	2	Burst 1, Friendly, Sonic, Social	Lower the Attack of all legal targets by -1 CS.	Cute - Excitement
Peck	Flying	Physical	6	2d6+8 + 11	At-Will	2	Melee, 1 Target	--	Cool - Steady Performance
Helping Hand	Normal	Status	--	-- -- --	EOT	--	4, 1 Target, Priority	Helping Hand grants the target +2 on its next Accuracy Roll this round, and +10 to its next Damage Roll this round.	Smart - Good Show!
Air Cutter	Flying	Special	8	2d8+10 + 17	At-Will	2	Cone 2, Slice, Windy	Air Cutter is a Critical Hit on 18+.	Cool - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Flying	Electric	1	0.5	0.5	1	0	1.5	0.5	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1	0.5	1	1	1.5	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	5	Levitate	0	Power	2
Sky	6	Burrow	0	Weight	1
Swim	3	Jump (H/L)	3 / 3	Size	Small
Naturewalk:		-			

Other Capabilities

Forme Change	-	-	-	-	-
-	-	-			

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Dancer	Scene x2 - Free Action	Trigger - Someone within 10 meters uses a Status-Class Dance Move. The user may immediately use the triggering Move as a free action.
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Augmenation Shock

Shocked At	Penalties
19	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	4d6+1	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6	Medicine Ed	1d6	**Focus**	4d6+2	**Perception**	4d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	3d6
Combat	3d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Quilava				Icon
Level	15		Total EXP	220	To Next	250	Gender	Female				
Nature	Modest		+2	SATK	-2	ATK	Shiny?	Normal				
Type	FIRE	--	Likes	Dry	Dislikes	Spicy	Egg Group	Field	-			

Stat	Species	Mod	Base	Added	Total	Stage	Adj.
HP	6		6	3	9	--	--
ATK	4		4		4		4
DEF	6		6	2	8		8
SATK	10		10	11	21		21
SDEF	7		7	4	11		11
SPD	8		8	5	13		13

Max HP	Injuries	Injured HP	Current HP	Tick
52		52	52	5

Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
Vs ATK	1	26	17	13
Vs SATK	2	DR:		
Vs Any	2	Training Exp:		7
Status Afflictions:		Vitamins:		

Held Item:		Pts Left:	0	Extra Items:
Item Description:	--			
Digestion/Food:		--		
Weapon Name:		Mods:		
Weapon Desc:				

Tutor Points		Skill Background
Earned:	4	[Brief Description]
Spent:	2	Raised:
Left:	2	Lowered:

Tutor feat for Flamethrower

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 4	At-Will	4	Melee, 1 Target	--	--
Tackle	Normal	Physical	4	1d8+6 + 4	At-Will	2	Melee, 1 Target, Dash, Push	The target is Pushed 2 Meters.	Tough - Steady Performance
Leer	Normal	Status	--	-- -- --	At-Will	2	Cone 2, Friendly, Social	All legal targets have their Defense lowered by -1 CS.	Cool - Excitement
Smokescreen	Normal	Status	--	-- -- --	EOT	--	5, Ranged Blast 3	Smokescreen creates a blast of Smoke that covers the target area; the Smoke persists until the end of the encounter, or until Defog or Whirlwind are used. All targets attacking from or into the Smoke receive a -3 penalty to Accuracy.	Smart - Unsettling
Ember	Fire	Special	6	2d6+8 + 21	At-Will	2	4, 1 Target	Ember Burns the target on 18+. *Grants: Firestarter	Beauty - Steady Performance
Flamethrower	Fire	Special	11	3d10+10 + 21	EOT	2	4, 1 Target	Flamethrower Burns the target on 19+.	Beauty - Exhausting Act
Quick Attack	Normal	Physical	4	1d8+6 + 4	At-Will	2	Melee, 1 Target, Priority	--	Cool - Saving Grace
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Fire		1	1	1	1	1.5	1.5	0.5	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	1.5	0.5	1	1	0.5	1	1	0.5
Type 5	**Type 6**									
None	None									

Capabilities

Overland	7	Levitate	0	Power	2
Sky	0	Burrow	3	Weight	2
Swim	4	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		Grassland			

Other Capabilities					
Firestarter	Heater	Glow	Underdog	-	-
-	-	-			

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Blaze	Static	Keywords - Last Chance The user gains Last Chance with Fire. Last Chance Fire is: The user gains a +5 bonus to Damage Rolls when using Fire-type attacks. This bonus increases to +10 when the user is under 1/3rd of their Maximum Hit Points.
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Poké Edges

Name	Cost	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features	
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs
13	0	10	0	10	No	0

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	4d6+2	Medicine Ed	1d6	**Focus**	3d6	**Perception**	3d6+3
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	4d6+3
Combat	3d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Mareanie				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Proud		+1	HP	-2	SATK	Shiny?	Normal				
Type	POISON	WATER	Likes	Salty	Dislikes	Dry	Egg Group	Water 1	-			

Stat	Species	Mod	Base	Added	Total	Stage	Adj.
HP	6		6	9	15	--	--
ATK	5		5	4	9		9
DEF	6		6	4	10		10
SATK	2		2		2		2
SDEF	5		5	4	9		9
SPD	5		5	4	9		9

Max HP	Injuries	Injured HP	Current HP	Tick
70		70	70	7

Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
Vs ATK	2	35	23	17
Vs SATK	1	DR:		
Vs Any	1	Training Exp:		7
Status Afflictions:		Vitamins:		

Held Item:		Pts Left:	0	Extra Items:
Item Description:	--			
Digestion/Food:		--		
Weapon Name:		Mods:		
Weapon Desc:				

Tutor Points		Skill Background
Earned:	4	[Brief Description]
Spent:	2	Raised:
Left:	2	Lowered:

tutored sludge wave

Inherited Moves

Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 9	At-Will	4	Melee, 1 Target	--	--
Poison Sting	Poison	Physical	4	1d8+6 + 9	At-Will	2	6, 1 Target	Poison Sting Poisons the target on 17+.	Smart - Excitement
Peck	Flying	Physical	4	1d8+6 + 9	At-Will	2	Melee, 1 Target	--	Cool - Steady Performance
Bite	Dark	Physical	6	2d6+8 + 9	At-Will	2	Melee, 1 Target	Bite Flinches the target on 15+.	Tough - Steady Performance
Toxic Spikes	Poison	Status	--	-- -- --	EOT	--	6, Hazard	Set 8 square meters of Toxic Spikes within the range such that all 8 meters are adjacent with at least one other space of Toxic Spikes. Toxic Spikes cause Terrain to become Slow Terrain, and a grounded foe that runs into the hazard becomes Poisoned and Slowed until the end of their next turn. If there are 2 layers of Toxic Spikes on the same space, it Badly Poisons the foes instead. Poison-Type Pokemon may move over Toxic Spikes harmlessly, destroying the Hazards as they do so.	Smart - Sabotage
Sludge Wave	Poison	Special	12	3d12+10 + 2	Scene x2	2	Burst 1 or Close Blast 2	Sludge Wave Poisons all legal targets on 19+.	Cool - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Poison	Water	1	0.5	1	0.5	1.5	1	0.5	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	0.5	1	1.5	1.5	0.5	1	1	0.5
Type 5	**Type 6**									
None	None									

Capabilities

Overland	3	Levitate	0	Power	1
Sky	0	Burrow	0	Weight	1
Swim	4	Jump (H/L)	1 / 1	Size	Small
Naturewalk:		-			

Other Capabilities

Gilled	Underdog	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
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Poké Edges

Name	Cost	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features	
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs
17	0	10	0	10	No	0 / 2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Pokémon Skills

Acrobatics	1d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6+2	Medicine Ed	1d6	**Focus**	3d6	**Perception**	3d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	4d6
Combat	3d6+1	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Sandygast				Icon
Level	15		Total EXP	220	To Next	30	Gender	Male				
Nature	Timid		+2	SPD	-2	ATK	Shiny?	Normal				
Type	GHOST	GROUND	Likes	Sweet	Dislikes	Spicy	Egg Group	Indeterminate		-		

Stat	Species	Mod	Base	Added	Total	Stage	Adj.
HP	6		6	5	11	--	--
ATK	4		4		4		4
DEF	8		8	5	13		13
SATK	7		7	5	12		12
SDEF	5		5	5	10		10
SPD	4		4	5	9		9

Max HP	Injuries	Injured HP	Current HP	Tick
58		58	55	5

Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
Vs ATK	2	29	19	14
Vs SATK	2	DR:		
Vs Any	1	Training Exp:		7
Status Afflictions:		Vitamins:		

Held Item:		Pts Left:	0	Extra Items:
Item Description:	--			
Digestion/Food:		--		
Weapon Name:		Mods:		
Weapon Desc:				

Tutor Points		Skill Background
Earned:	4	[Brief Description]
Spent:	2	Raised:
Left:	2	Lowered:

Use move tutor for feat for shadow ball

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 4	At-Will	4	Melee, 1 Target	--	--
Harden	Normal	Status	--	-- -- --	At-Will	--	Self	Raise the user's Defense by +1 CS.	Tough - Sabotage
Absorb	Grass	Special	2	1d6+3 + 12	At-Will	2	4, 1 Target	After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.	Smart - Good Show!
Astonish	Ghost	Physical	5	1d8+8 + 4	At-Will	2	Melee, 1 Target	Flinches the target on 15+. Once per scene, if the user joined the encounter or was switched in this round, this Move cannot miss and automatically Flinches the target.	Smart - Steady Performance
Sand Attack	Ground	Status	--	-- -- --	EOT	2	2, 1 Target	The target is Blinded until the end of their next turn.	Cute - Excitement
Sand Tomb	Ground	Physical	6	2d6+8 + 4	Scene x2	4	5, 1 Target	The target is put in a Vortex.	Smart - Safe Option
Shadow Ball	Ghost	Special	10	3d8+10 + 12	EOT	2	8, 1 Target	Shadow Ball lowers the target's Special Defense by -1 CS on 17+.	Smart - Exhausting Act
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Ghost	Ground	0	0	1	0.25	1	0.5	0.5	1.5	1
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1.5	1.5	0	1	1.5	1	1.5	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	4	Levitate	0	Power	1
Sky	0	Burrow	2	Weight	4
Swim	2	Jump (H/L)	0 / 0	Size	Small
Naturewalk:		Desert			

Other Capabilities

Amorphous	Darkvision	Dead Silent	Underdog	-	-

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Water Compaction	At-Will - Free Action	Trigger - The user is hit by a Water Type Move The user receives +2 Defense Combat Stages. [Defensive]
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Augmenation Shock		Augmentation Capacity			Upgrader Features	
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs
14	0	10	0	10	No	0 2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	1d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	**2d6**	Medicine Ed	1d6	**Focus**	**3d6**	**Perception**	**3d6**
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	**3d6+2**
Combat	**2d6**	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Igglybuff				Icon
Level	5		Total EXP	40	To Next	10	Gender	Female				
Nature	Serious		+2	SPD	-2	SPD	Shiny?	Normal				
Type	NORMAL	FAIRY	Likes	None	Dislikes	None	Egg Group	Fairy	-			

Stat	Species	Mod	Base	Added	Total	Stage	Adj.
HP	9		9		9	--	--
ATK	3		3	4	7		7
DEF	2		2	3	5		5
SATK	4		4	5	9		9
SDEF	2		2	3	5		5
SPD	2		2		2		2

Max HP	Injuries	Injured HP	Current HP	Tick
42		42	42	4

Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
Vs ATK	1	21	14	10
Vs SATK	1	DR:		
Vs Any	0	Training Exp:		2
Status Afflictions:		Vitamins:		

Held Item:		Pts Left:	0	Extra Items:
Item Description:	--			
Digestion/Food:		--		
Weapon Name:		Mods:		
Weapon Desc:				

Tutor Points		Skill Background
Earned:	2	[Brief Description]
Spent:		Raised:
Left:	2	Lowered:

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 7	At-Will	4	Melee, 1 Target	--	--
Pound	Normal	Physical	6	2d6+8 + 7	At-Will	2	Melee, 1 Target	--	Tough - Steady Performance
Sweet Kiss	Fairy	Status	--	-- -- --	Scene x2	6	6, 1 Target, Social	The target is Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.	Cute - Excitement
Charm	Fairy	Status	--	-- -- --	EOT	2	6, 1 Target, Social	Lower the target's Attack by -2 CS.	Cute - Excitement
Sing	Normal	Status	--	-- -- --	Scene	10	Burst 2, Friendly, Sonic	All legal Targets fall Asleep. On a miss, Sing instead causes targets to become Slowed and suffer a -2 penalty to their Evasion until the end of the user's next turn.	Cute - Excitement
Defense Curl	Normal	Status	--	-- -- --	At-Will	--	Self	The user becomes Curled Up. While Curled Up, the user becomes immune to Critical Hits and gains 10 Damage Reduction. However, while Curled Up, the user is Slowed and their Accuracy is lowered by -4. The user may stop being Curled Up as a Swift Action. If the user has Rollout or Ice Ball in their Move List, they do not become Slowed while Curled Up. Furthermore, when using the Moves Rollout or Ice Ball while Curled Up, the user gains a +10 bonus to the damage rolls of those Moves and does not suffer Accuracy Penalties from being Curled Up. September Playtest: The user's Defense is raised 1 Combat Stage and they become Curled Up until the end of the Scene or they are Recalled or Take a Breather. When using the Moves Rollout or Ice Ball while Curled Up, the user gains a +10 bonus to the damage rolls of those Moves.	Cute - Sabotage
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Normal	Fairy	1	1	1	1.5	1	1	0.5	0	1.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1	1	1	1	1	0	0.5	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	3	Levitate	0	Power	1
Sky	0	Burrow	0	Weight	1
Swim	2	Jump (H/L)	1 / 1	Size	Small
Naturewalk:		Grassland, Urban			
Other Capabilities					
Inflatable	Underdog	-	-	-	-
-	-	-			

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Cute Charm	Scene - Free Action	Keywords - Gen 9 Target - An adjacent foe The target becomes Infatuated with the user.
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Augmenation Shock		Augmentation Capacity			Upgrader Features		
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs	
10	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	1d6	Medicine Ed	1d6	**Focus**	2d6+1	**Perception**	2d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	3d6
Combat	1d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Vaporeon				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Modest		+2	SATK	-2	ATK	Shiny?	Normal				
Type	WATER	--	Likes	Dry	Dislikes	Spicy	Egg Group	Field	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	13		13	8	21	--	--	88		88	88	8
ATK	5		5		5		5	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	6		6		6		6	Vs ATK	1	44	29	22
SATK	13		13	7	20		20	Vs SATK	4	DR:		
SDEF	10		10	10	20		20	Vs Any	1	Training Exp:		7
SPD	7		7		7		7	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:	3	Raised:				
Weapon Desc:						Left:	1	Lowered:				

Tutor wish and ability change

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 5	At-Will	4	Melee, 1 Target	--	--
Wish	Normal	Status	--	-- -- --	Daily x2	--	15, 1 Target, Healing	At the end of the user's next turn, the target regains HP equal to half of its full HP. If the user targets itself and is replaced in battle, the replacement is healed by half of its own HP.	Cute - Reflective Appeal
Growl	Normal	Status	--	-- -- --	At-Will	2	Burst 1, Friendly, Sonic, Social	Lower the Attack of all legal targets by -1 CS.	Cute - Excitement
Water Gun	Water	Special	6	2d6+8 + 20	At-Will	2	4, 1 Target	*Grants Fountain	Cute - Steady Performance
Tail Whip	Normal	Status	--	-- -- --	At-Will	2	Burst 1, Friendly	All legal targets have their Defense lowered by -1 CS.	Cute - Excitement
Sand Attack	Ground	Status	--	-- -- --	EOT	2	2, 1 Target	The target is Blinded until the end of their next turn.	Cute - Excitement
Baby-Doll Eyes	Fairy	Status	--	-- -- --	EOT	2	4, 1 Target, Priority, Social	Lower the target's Attack by -1 CS.	Cute - Excitement
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water		1	1	1	1	1	1	1	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	0	1.5	1.5	1	0.5	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	5	Levitate	0	Power	3
Sky	0	Burrow	0	Weight	3
Swim	8	Jump (H/L)	1 / 2	Size	Medium
Naturewalk:		-			

Other Capabilities

Amorphous	Gilled	Tracker	Fountain	-	-
-	-	-			

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Water Absorb	Static	The user is immune to the damage and effects of Water-Type attacks, and whenever they are hit with a Water Type attack, they gain a Tick of Hit Points. Defensive.
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Augmenation Shock

Shocked At	Penalties
22	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	**3d6+1**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**5d6+2**	Medicine Ed	**1d6**	**Focus**	**3d6+2**	**Perception**	**3d6+2**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**3d6+2**
Combat	**3d6+2**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname					Species		Eevee				Icon
Level	1		Total EXP		To Next	10	Gender				
Nature			#N/A	#N/A	#N/A	#N/A	Shiny?	Normal			
Type	NORMAL	--	Likes	#N/A	Dislikes	#N/A	Egg Group	Field	-		

Stat	Species	Mod	Base	Added	Total	Stage	Adj.
HP	--		1		1	--	--
ATK	--		1		1		1
DEF	--		1		1		1
SATK	--		1		1		1
SDEF	--		1		1		1
SPD	--		1		1		1

Max HP	Injuries	Injured HP	Current HP	Tick
14		14	14	1

Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
Vs ATK	0	7	4	3
Vs SATK	0	DR:		
Vs Any	0	Training Exp:		0
Status Afflictions:		Vitamins:		

Held Item:		Pts Left:	11	Extra Items:
Item Description:	--			
Digestion/Food:		--		
Weapon Name:		Mods:		
Weapon Desc:				

Tutor Points		Skill Background
Earned:	1	[Brief Description]
Spent:		Raised:
Left:	1	Lowered:

Eevee and Rockruff egg, Bre

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 1	At-Will	4	Melee, 1 Target	--	--
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Normal		1	1.5	1	1	1	1	1	0	1
Type 3	**Type 4**									
None	None	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
Type 5	**Type 6**	1	1	1	1	1	1	1	1	1
None	None									

Capabilities

Overland	4	Levitate	0	Power	2
Sky	0	Burrow	0	Weight	1
Swim	2	Jump (H/L)	1 / 1	Size	Small
Naturewalk:		-			
Other Capabilities					
Tracker	Underdog	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
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Poké Edges

Name	Cost	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features	
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs
3	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Pokémon Skills

Acrobatics	**2d6+1**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**3d6+2**	Medicine Ed	**1d6**	**Focus**	**2d6**	**Perception**	**2d6+1**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**2d6+1**
Combat	**2d6**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Mudbray Steel				Icon
Level	16		Total EXP	250	To Next	35	Gender	Female				
Nature	Proud		+1	HP	-2	SATK	Shiny?	Normal				
Type	GROUND	STEEL	Likes	Salty	Dislikes	Dry	Egg Group	Field	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	8		8	8	16	--	--	74		74	74	7
ATK	10		10	10	20		20	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	7		7	4	11		11	Vs ATK	2	37	24	18
SATK	3		3		3		3	Vs SATK	2	DR:		
SDEF	6		6	4	10		10	Vs Any	1	Training Exp:		8
SPD	5		5		5		5	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	4	Lowered:				

https://i.imgur.com/M4ZP5V0.png for when it evolves

Inherited Moves

Level 20		Level 30	Level 30
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 20	At-Will	4	Melee, 1 Target	--	--
Mud-Slap	Ground	Special	4	1d8+6 + 3	At-Will	2	3, 1 Target	The target's Accuracy is lowered by -1.	Cute - Steady Performance
Mud Sport	Ground	Status	--	-- -- --	EOT	--	Burst 2	All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Electric Type Moves. After a target has been hit by a damaging Electric Type Move, the coat is removed.	Cute - Sabotage
Rototiller	Ground	Status	--	-- -- --	Scene	--	Burst 2	All Grass-type Pokémon in the area raise their Attack and Special Attack 1 Combat Stage.	Tough - Special Attention
Bulldoze	Ground	Physical	8	2d8+10 + 20	EOT	2	Burst 1	All Legal Targets are lowered 1 Speed Combat Stage.	Cool - Steady Performance
Double Kick	Fighting	Physical	3	1d6+5 + 20	At-Will	3	Melee, 1 Target, Double Strike	--	Cool - Reliable
Bullet Punch	Steel	Physical	6	2d6+8 + 20	At-Will	2	Melee, 1 Target, Priority	--	Smart - Saving Grace
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Ground	Steel	0.5	1.5	0.5	0	1.5	0.25	0.5	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1.5	1.5	1	0	0.5	1	0.5	1	0.5
Type 5	**Type 6**									
None	None									

Capabilities

Overland	4	Levitate	0	Power	8
Sky	0	Burrow	0	Weight	5
Swim	2	Jump (H/L)	0 / 1	Size	Medium
Naturewalk:		Cave, Mountain			
Other Capabilities					
Mountable 1	Underdog	-	-	-	-
-	-	-			

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Stamina	At-Will - Free Action	Trigger - The user is hit by a Damaging Attack The user receives +1 Defense Combat Stage. [Defensive]
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Poké Edges

Name	Cost	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features		
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs	
18	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Pokémon Skills

Acrobatics	1d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	4d6+2	Medicine Ed	1d6	**Focus**	3d6+1	**Perception**	3d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	1d6
Combat	3d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Fomantis				Icon
Level	15		Total EXP	220	To Next	30	Gender	Male				
Nature	Brave		+2	ATK	-2	SPD	Shiny?	Normal				
Type	GRASS	--	Likes	Spicy	Dislikes	Sweet	Egg Group	Plant		-		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	4		4	3	7	--	--	46		46	46	4
ATK	8		8	11	19		19	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	4		4	3	7		7	Vs ATK	1	23	15	11
SATK	5		5	2	7		7	Vs SATK	1	DR:		
SDEF	4		4	3	7		7	Vs Any	1	Training Exp:		7
SPD	2		2	3	5		5	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	4	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 19	At-Will	4	Melee, 1 Target	--	--
Fury Cutter	Bug	Physical	4	1d8+6 + 19	At-Will	3	Melee, 1 Target, Slice	If Fury Cutter is used successfully and consecutively on the same target, the Damage Base is increased by +4; the first hit has a DB of 4, the second hit a DB of 8, the third hit a DB of 12, and the fourth and all further hits have a DB of 16. If Fury Cutter misses or fails to damage its target, its Damage Base resets.	Cool - Reliable
Leafage	Grass	Physical	6	2d6+8 + 19	At-Will	2	6, 1 Target	--	--
Razor Leaf	Grass	Physical	8	2d8+10 + 19	At-Will	4	Cone 2	Razor Leaf is a Critical Hit on 18+.	Cool - Steady Performance
Growth	Normal	Status	--	-- -- --	EOT	--	Self	Raise the user's Attack and Special Attack by +1 CS each. If it is Sunny, double the amount of Combat Stages gained. *Grants Inflatable	Beauty - Get Ready!
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Grass		1	1	1.5	1.5	0.5	1	1.5	1	1
Type 3	**Type 4**									
None	None	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
Type 5	**Type 6**	1.5	0.5	0.5	0.5	1	1.5	1	1	1
None	None									

Capabilities

Overland	4	Levitate	0	Power	2
Sky	0	Burrow	0	Weight	1
Swim	2	Jump (H/L)	1 / 1	Size	Small
Naturewalk:		Forest			
Other Capabilities					
Alluring	Underdog	-	-	-	-
-	-	-			

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Tinted Lens	Static	The user's Resisted moves are instead Neutral. The user's Doubly Resisted moves are instead Resisted. The user's Triply Resisted Moves are instead Double Resisted.
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Poké Edges

Name	Cost	Effect
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Augmenation Shock

Shocked At	Penalties
11	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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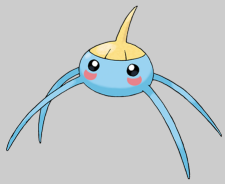
Pokémon Skills

Acrobatics	3d6+1	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	2d6	Medicine Ed	1d6	**Focus**	2d6	**Perception**	2d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	4d6+2
Combat	3d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Surskit				Icon
Level	15		Total EXP	220	To Next	30	Gender	male				
Nature	Skittish		+2	SPD	-1	HP	Shiny?	Normal				
Type	BUG	WATER	Likes	Sweet	Dislikes	Salty	Egg Group	Water 1		Bug		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	3		3	5	8	--	--	49		49	49	4
ATK	3		3		3		3	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	3		3		3		3	Vs ATK	0	24	16	12
SATK	5		5	5	10		10	Vs SATK	1	DR:		
SDEF	5		5	4	9		9	Vs Any	4	Training Exp:		7
SPD	9		9	11	20		20	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	4	Lowered:				



tutor scald

Inherited Moves

Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 3	At-Will	4	Melee, 1 Target	--	--
Sweet Scent	Normal	Status	--	-- -- --	Scene	2	Burst 2, Friendly	Targets hit by Sweet Scent gain a -2 Penalty to Evasion. (Total Evasion may not be lowered to a negative value.) *Grants Alluring	Cute - Excitement
Bubble	Water	Special	6	2d6+8 + 10	At-Will	2	Burst 1	Bubble lowers the target's Speed by -1 CS on 16+..	Cute - Desperation
Quick Attack	Normal	Physical	4	1d8+6 + 3	At-Will	2	Melee, 1 Target, Priority	--	Cool - Saving Grace
Sweet Scent	Normal	Status	--	-- -- --	Scene	2	Burst 2, Friendly	Targets hit by Sweet Scent gain a -2 Penalty to Evasion. (Total Evasion may not be lowered to a negative value.) *Grants Alluring	Cute - Excitement
Water Sport	Water	Status	--	-- -- --	EOT	--	Burst 2, Coat	All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Fire Type Moves. After a target has been hit by a damaging Fire Type Move, the coat is removed. *Grants Fountain	Cute - Sabotage
Scald	Water	Special	10	3d8+10 + 10	Scene x2	2	5, 1 Target	Scald Burns the target on 15+.	Smart - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Bug	Water	1	0.5	1.5	1	0.5	1.5	1	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	0.5	1	1.5	1	0.5	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	4	Levitate	0	Power	1
Sky	0	Burrow	0	Weight	1
Swim	4	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		Wetlands			

Other Capabilities

Threaded	Honey Gather	Underdog	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Danger Syrup	Scene - Free Action	Keywords - 2-16 Errata Connection - Sweet Scent. When this Ability is activated the user may use Sweet Scent as a Free Action, ignoring Frequency. Whenever the user hits a foe with Sweet Scent, that foe is Blinded for 1 full round.
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Augmenation Shock

Shocked At	Penalties
12	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	**3d6**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**2d6**	Medicine Ed	**1d6**	**Focus**	**2d6**	**Perception**	**3d6+1**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**2d6**
Combat	**1d6**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Dewpider				Icon
Level	15		Total EXP	220	To Next	30	Gender	Male				
Nature	Serious		+2	SPD	-2	SPD	Shiny?	Normal				
Type	WATER	BUG	Likes	None	Dislikes	None	Egg Group	Water 1		Bug		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	4		4	4	8	--	--	49		49	49	4
ATK	4		4	5	9		9	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	5		5	5	10		10	Vs ATK	2	24	16	12
SATK	4		4	5	9		9	Vs SATK	2	DR:		
SDEF	7		7	6	13		13	Vs Any	0	Training Exp:		7
SPD	3		3		3		3	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:	2	Raised:				
Weapon Desc:						Left:	2	Lowered:				

tutor for aurora beam

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 9	At-Will	4	Melee, 1 Target	--	--
Water Sport	Water	Status	--	-- -- --	EOT	--	Burst 2, Coat	All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Fire Type Moves. After a target has been hit by a damaging Fire Type Move, the coat is removed. *Grants Fountain	Cute - Sabotage
Bubble	Water	Special	6	2d6+8 + 9	At-Will	2	Burst 1	Bubble lowers the target's Speed by -1 CS on 16+..	Cute - Desperation
Infestation	Bug	Special	6	2d6+8 + 9	Scene x2	4	3, 1 Target	The target is put in a Vortex.	Smart - Gamble
Spider Web	Bug	Status	--	-- -- --	Scene x2	--	5, 1 Target	Spider Web cannot miss. The target is Stuck and Trapped. If the target is freed of the Stuck condition, it is freed of Trapped as well. *Grants Threaded	Smart - Sabotage
Bug Bite	Bug	Physical	8	2d8+10 + 9	At-Will	2	Melee, 1 Target	If the target has a stored Digestion/Food Buff or has traded in a Digestion/Food Buff this Scene, the user may gain the effects of the Digestion/Food Buff. This does no count towards the Usual limit on the user's Digestion/Food Buffs.	Tough - Attention Grabber
Aurora Beam	Ice	Special	7	2d6+10 + 9	At-Will	2	6, 1 Target	Aurora Beam lowers the target's Attack 1 Combat Stage on 18+. *Grants: Freezer	Beauty - Exhausting Act
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water	Bug	1	0.5	1.5	1	0.5	1.5	1	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	0.5	1	1.5	1	0.5	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	4	Levitate	0	Power	1
Sky	0	Burrow	0	Weight	1
Swim	3	Jump (H/L)	2 / 2	Size	Small
Naturewalk:	-				

Other Capabilities

Gilled	Underdog	-	-	-	-

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features		
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs	
12	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6+1	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	2d6	Medicine Ed	1d6	**Focus**	3d6	**Perception**	3d6+1
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	4d6
Combat	2d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Gyarados				Icon
Level	25		Total EXP	745	To Next	75	Gender	Female				
Nature	Naive		+2	SPD	-2	SDEF	Shiny?	Normal				
Type	WATER	FLYING	Likes	Sweet	Dislikes	Bitter	Egg Group	Water 2		Dragon		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	10		10	10	20	--	--	95		95	95	9
ATK	13		13	12	25		25	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	8		8	2	10		10	Vs ATK	2	47	31	23
SATK	6		6		6		6	Vs SATK	1	DR:		
SDEF	8		8	1	9		9	Vs Any	4	Training Exp:		12
SPD	10		10	10	20		20	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											

Tutor Points		Skill Background
Earned:	6	[Brief Description]
Spent:	6	Raised:
Left:	0	Lowered:

tutor avalanche, rain dance aqua tail

Inherited Moves

Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 25	At-Will	4	Melee, 1 Target	--	--
Rain Dance	Water	Status	--	-- -- --	Daily x2	--	Field, Weather	The weather becomes Rainy for 5 rounds. While Rainy, Water-Type Attacks gain a +5 bonus to Damage Rolls, and Fire-Type Attacks suffer a -5 Damage penalty.	Tough - Sabotage
Tackle	Normal	Physical	4	1d8+6 + 25	At-Will	2	Melee, 1 Target, Dash, Push	The target is Pushed 2 Meters.	Tough - Steady Performance
Bite	Dark	Physical	6	2d6+8 + 25	At-Will	2	Melee, 1 Target	Bite Flinches the target on 15+.	Tough - Steady Performance
Dragon Rage	Dragon	Special	15 Dmg	15 -- --	At-Will	2	4, 1 Target	Dragon Rage causes the target to lose 15 HP. Dragon Rage is Special and interacts with other moves and effects as such (Special Evasion may be applied to avoid it, Mirror Coat can reflect it, etc.).	Cool - Steady Performance
Avalanche	Ice	Physical	6	2d6+8 + 25	EOT	2	Melee, 1 Target, Priority (Limited)	When declaring Avalanche, the user does nothing and may not Shift. At the end of the round, the user may Shift and use Avalanche. If the target damaged the user this round, Avalanche has a Damage Base of 12 (3d12+10 / 30).	Cool - Double TIme
Aqua Tail	Water	Physical	11	3d10+10 + 25	EOT	4	Melee, Pass	--	Cute - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water	Flying	1	0.5	1	1	0	1.5	0.5	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	0.5	1	2	1	1	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	5	Levitate	0	Power	13
Sky	0	Burrow	0	Weight	6
Swim	6	Jump (H/L)	4 / 4	Size	Huge
Naturewalk:		Ocean			

Other Capabilities

Gilled	Fountain	Reach (3)	Mountable 4	-	-
-	-	-			

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Frighten	Scene 2x - Swift Action	Keywords - Gen 9 Target - A Pokemon or Trainer within 5m The target immediately Shifts 3m away from the user using their highest usable movement capability, and towards their Trainer if possible. The target is then Slowed for 1 full round. You may target a specific foe only once per Scene with Frighten.
Swift Swim	Static	Keywords - 2-16 Errata While in Rainy Weather or under 50% Max Hit Points, the user's Initiative is doubled.
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Augmenation Shock

Shocked At	Penalties
23	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	6d6+1	Medicine Ed	1d6	**Focus**	4d6	**Perception**	3d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	2d6
Combat	4d6+2	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Alomomola				Icon
Level	12		Total EXP	135	To Next	25	Gender	Male				
Nature	Patient		+1	HP	-2	SPD	Shiny?	Normal				
Type	WATER	--	Likes	Salty	Dislikes	Sweet	Egg Group	Water 1		Water 2		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	18		18	10	28	--	--	106		106	106	10
ATK	8		8	4	12		12	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	8		8	4	12		12	Vs ATK	2	53	35	26
SATK	4		4		4		4	Vs SATK	1	DR:		
SDEF	5		5	4	9		9	Vs Any	1	Training Exp:		6
SPD	5		5		5		5	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	3	[Brief Description]				
Weapon Name:			Mods:			Spent:	2	Raised:				
Weapon Desc:						Left:	1	Lowered:				

Use mentor feature for Wide Guard and healing Wish

Inherited Moves

Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 12	At-Will	4	Melee, 1 Target	--	--
Pound	Normal	Physical	4	1d8+6 + 12	At-Will	2	Melee, 1 Target	--	Tough - Steady Performance
Water Sport	Water	Status	--	-- -- --	EOT	--	Burst 2, Coat	All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Fire Type Moves. After a target has been hit by a damaging Fire Type Move, the coat is removed. *Grants Fountain	Cute - Sabotage
Aqua Ring	Water	Status	--	-- -- --	Scene	--	Self, Coat	Aqua Ring covers the user in a Coat that heals the user at the beginning of their turn. The user is healed a Tick of Hit Points each turn.	Beauty - Safe Option
Aqua Jet	Water	Physical	6	2d6+8 + 12	At-Will	2	Melee, 1 Target, Priority	--	Beauty - Saving Grace
Healing Wish	Psychic	Status	--	-- -- --	Daily	--	6, 1 Target, Healing	The user immediately Faints, lowering its HP to 0. The user takes no Injuries from HP Markers when using Healing Wish. The target is immediately cured of up to 3 injuries, healed to their Maximum Hit Points, and has the Frequency of all Moves restored. Healing Wish may target a Pokémon in a Poké Ball. Healing Wish does not restore the Frequency of Healing Wish or Lunar Dance. Injuries healed through Healing Wish count toward the total number of Injuries that can be healed each day, and this healing is limited by the same.	Cute - Safe Option
Wide Guard	Rock	Status	--	-- -- --	Scene	--	Burst 1, Interrupt, Shield, Trigger	If an Ally adjacent to Wide Guard's user is hit by a Move, you may use Wide Guard as an Interrupt. All targets adjacent to Wide Guard's user, including the user, are instead not hit by the triggering Move and do not suffer any of its effects.	Tough - Inversed Appeal
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water		1	1	1	1	1	1	1	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1	1	1	1	1	1	1	1
Type 5	**Type 6**									
None	None	0.5	0.5	1.5	1.5	1	0.5	1	1	1

Capabilities

Overland	1	Levitate	0	Power	5
Sky	0	Burrow	0	Weight	3
Swim	6	Jump (H/L)	2 / 3	Size	Medium
Naturewalk:		Ocean			

Other Capabilities

Fountain	-	-	-	-	-
-	-	-			

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Healer	Scene - Free Action	Target - An Adjacent Pokémon or Trainer The target is cured of all Status conditions.
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Augmenation Shock

Shocked At	Penalties
26	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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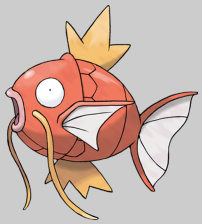
Pokémon Skills

Acrobatics	4d6+2	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	4d6+2	Medicine Ed	1d6	**Focus**	4d6+1	**Perception**	3d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	2d6+1
Combat	2d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Magikarp				Icon
Level	5		Total EXP	40	To Next	10	Gender	Male				
Nature	Timid		+2	SPD	-2	ATK	Shiny?	Normal				
Type	WATER	--	Likes	Sweet	Dislikes	Spicy	Egg Group	Water 2		Dragon		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	2		2	3	5	--	--	30		30	30	3
ATK	-1		1	3	4		4	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	6		6	3	9		9	Vs ATK	1	15	10	7
SATK	2		2	3	5		5	Vs SATK	1	DR:		
SDEF	2		2	3	5		5	Vs Any	2	Training Exp:		2
SPD	10		10		10		10	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	2	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	2	Lowered:				



Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 4	At-Will	4	Melee, 1 Target	--	--
Splash	Normal	Status	--	-- -- --	At-Will	--	Self	Shift Action - The user may make a single Jump, adding +1 to their Long Jump and High Jump values, and gains +2 Evasion until the end of their next turn. *Grants +1 Long Jump	Cute - Inversed Appeal
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water		1	1	1	1	1	1	1	1	0.5
Type 3	**Type 4**									
None	None	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
Type 5	**Type 6**	0.5	0.5	1.5	1.5	1	0.5	1	1	1
None	None									

Capabilities

Overland	1	Levitate	0	Power	1
Sky	0	Burrow	0	Weight	1
Swim	5	Jump (H/L)	3 / 4	Size	Small
Naturewalk:		Ocean			

Other Capabilities

Gilled	Underdog	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Swift Swim	Static	Keywords - 2-16 Errata While in Rainy Weather or under 50% Max Hit Points, the user's Initiative is doubled.
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Augmenation Shock

Shocked At	Penalties
7	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	2d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	1d6	Medicine Ed	1d6	**Focus**	2d6	**Perception**	1d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	2d6
Combat	1d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Milotic				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Sassy		+2	SDEF	-2	SPD	Shiny?	Normal				
Type	WATER	--	Likes	Bitter	Dislikes	Sweet	Egg Group	Water 1		Dragon		

Stat	Species	Mod	Base	Added	Total	Stage	Adj.
HP	10		10	6	16	--	--
ATK	6		6		6		6
DEF	8		8	2	10		10
SATK	10		10	11	21		21
SDEF	15		15	6	21		21
SPD	6		6		6		6

Max HP	Injuries	Injured HP	Current HP	Tick
73		73	73	7

Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
Vs ATK	2	36	24	18
Vs SATK	4	DR:		
Vs Any	1	Training Exp:		7
Status Afflictions:		Vitamins:		

Held Item:		Pts Left:	0	Extra Items:
Item Description:	--			
Digestion/Food:		--		
Weapon Name:		Mods:		
Weapon Desc:				

Tutor Points		Skill Background
Earned:	4	[Brief Description]
Spent:	4	Raised:
Left:	0	Lowered:

Tutor points on scald and whirlpool

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 6	At-Will	4	Melee, 1 Target	--	--
Splash	Normal	Status	--	-- -- --	At-Will	--	Self	Shift Action - The user may make a single Jump, adding +1 to their Long Jump and High Jump values, and gains +2 Evasion until the end of their next turn. *Grants +1 Long Jump	Cute - Inversed Appeal
Water Sport	Water	Status	--	-- -- --	EOT	--	Burst 2, Coat	All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Fire Type Moves. After a target has been hit by a damaging Fire Type Move, the coat is removed. *Grants Fountain	Cute - Sabotage
Refresh	Normal	Status	--	-- -- --	Scene x2	--	Self	The user is cured of all Poison, Burns, and Paralysis.	Cute - Reflective Appeal
Disarming Voice	Fairy	Special	4	1d8+6 + 21	At-Will	--	Burst 1	Disarming Voice cannot miss.	Cute - Exhausting Act
Twister	Dragon	Special	4	1d8+6 + 21	At-Will	2	6, Ranged Blast 3	Twister Flinches the target on 18+. Small or Medium targets in the central square of the blast are not hit. Any Pokémon Airborne as a result of Bounce, Fly, or Sky Drop above the Blast are hit, ignoring range, and Twister has a Damage Base of 8 against those targets instead.	Cool - Steady Performance
Whirlpool	Water	Special	6	2d6+8 + 21	Scene x2	4	3, 1 Target	The target is put in a Vortex.	Beauty - Safe Option
Scald	Water	Special	10	3d8+10 + 21	Scene x2	2	5, 1 Target	Scald Burns the target on 15+.	Smart - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water		1	1	1	1	1	1	1	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	0.5	1.5	1.5	1	0.5	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	5	Levitate	0	Power	8
Sky	0	Burrow	0	Weight	5
Swim	6	Jump (H/L)	4 / 5	Size	Large
Naturewalk:		Ocean			

Other Capabilities

Gilled	Fountain	Mountable 4	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Competitive	Static	Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Special Attack is raised 2 Combat Stages.
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Augmenation Shock

Shocked At	Penalties
18	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	**4d6**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**4d6**	Medicine Ed	**1d6**	**Focus**	**4d6+2**	**Perception**	**4d6**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**2d6**
Combat	**3d6+2**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Nymble				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Distracted		+1	HP	-2	DEF	Shiny?	Normal				
Type	BUG	--	Likes	Salty	Dislikes	Sour	Egg Group	Bug	-			

Stat	Species	Mod	Base	Added	Total	Stage	Adj.
HP	4		4	5	9	--	--
ATK	5		5	5	10		10
DEF	2		2	5	7		7
SATK	2		2		2		2
SDEF	3		3	5	8		8
SPD	5		5	5	10		10

Max HP	Injuries	Injured HP	Current HP	Tick
52		52	52	5

Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
Vs ATK	1	26	17	13
Vs SATK	1	DR:		
Vs Any	2	Training Exp:		7
Status Afflictions:		Vitamins:		

Held Item:		Pts Left:	0	Extra Items:
Item Description:	--			
Digestion/Food:		--		
Weapon Name:		Mods:		
Weapon Desc:				

Tutor Points		Skill Background
Earned:	4	[Brief Description]
Spent:		Raised:
Left:	4	Lowered:

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 10	At-Will	4	Melee, 1 Target	--	--
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Bug		1	0.5	1.5	1	0.5	1.5	1	1	1
Type 3	Type 4	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1.5	1	0.5	1	1	1	1	1	1
Type 5	Type 6									
None	None									

Capabilities

Overland	4	Levitate	0	Power	1
Sky	0	Burrow	0	Weight	1
Swim	2	Jump (H/L)	3 / 3	Size	Small
Naturewalk:		Grassland, Forest			
Other Capabilities					
Underdog	-	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Swarm	Static	Keywords - Last Chance The user gains Last Chance with Bug. Last Chance Bug is: The user gains a +5 bonus to Damage Rolls when using Bug-type attacks. This bonus increases to +10 when the user is under 1/3rd of their Maximum Hit Points.
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Augmenation Shock

Shocked At	Penalties
13	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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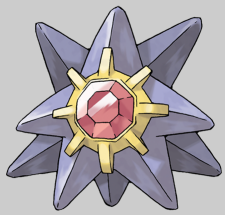
Pokémon Skills

Acrobatics	4d6+1	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	1d6	Medicine Ed	1d6	Focus	3d6	Perception	3d6+1
Charm	2d6	Occult Ed	1d6	Guile	2d6	Stealth	3d6
Combat	2d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			Sheet Color:		Purple	

Nickname						Species		Starmie				Icon
Level	20		Total EXP	400	To Next	60	Gender	Hermaphodite				
Nature	Timid		+2	SPD	-2	ATK	Shiny?	Normal				
Type	WATER	PSYCHC	Likes	Sweet	Dislikes	Spicy	Egg Group	Water 3		-		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	6		6	2	8	--	--	54		54	54	5
ATK	6		6	3	9		9	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	9		9	2	11		11	Vs ATK	2	27	18	13
SATK	10		10	10	20		20	Vs SATK	2	DR:		
SDEF	9		9	2	11		11	Vs Any	5	Training Exp:		10
SPD	14		14	11	25		25	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	5	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	5	Lowered:				



Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 9	At-Will	4	Melee, 1 Target	--	--
Harden	Normal	Status	--	-- -- --	At-Will	--	Self	Raise the user's Defense by +1 CS.	Tough - Sabotage
Swift	Normal	Special	6	2d6+8 + 20	EOT	--	8, Ranged Blast 2, Friendly	Swift cannot Miss.	Cool - Exhausting Act
Bubble Beam	Water	Special	10	3d8+10 + 20	At-Will	2	4, 1 Target	Bubblebeam lowers the target's Speed by -1 CS on 18+.	Beauty - Desperation
Rapid Spin	Normal	Physical	5	1d8+8 + 9	At-Will	2	Melee, 1 Target, Spirit Surge	Rapid Spin destroys all Hazards within 5 meters, removes Leech Seeds, and removes the user's Trapped or Stuck status. If Rapid Spin hits, the user's speed raises 1 CS.	Cool - Exhausting Act
Psywave	Psychic	Special	Effect	See Effect -- --	Scene	5	6, 1 Target	Roll 1d4; on 1 the target loses HP equal to half the user's Level; on 2 the target loses HP equal to the user's Level; on 3 the target loses HP equal to 1.5x the user's level; on 4 the target loses HP equal to the user's Level doubled. Do not apply weakness or resistance, and do not apply Stats. Do apply Immunity.	Smart - Steady Performance
Recover	Normal	Status	--	-- -- --	Daily x2	--	Self, Healing	The user regains HP equal to half of its full HP.	Smart - Reflective Appeal
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water	Psychic									
Type 3	Type 4	1	0.5	1	1	1	1	1.5	1.5	0.5
None	None									
Type 5	Type 6	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	0.5	1.5	1.5	0.5	0.5	1	1.5	1

Capabilities

Overland	1	Levitate	6	Power	3
Sky	0	Burrow	0	Weight	4
Swim	6	Jump (H/L)	2 / 3	Size	Medium
Naturewalk:	-				

Other Capabilities

Fountain	Gilled	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Illuminate	Static	Attacks that target the user have a -2 Accuracy Penalty against the user. Does not affect attackers with the Blindsense Capability. Defensive.
Starswirl	Scene - Swift Action	Keywords - 2-16 Errata Connection - Rapid Spin. The user may activate this Ability to user Rapid Spin as a Swift Action.
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Poké Edges

Name	Cost	Effect
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Augmenation Shock		Augmentation Capacity			Upgrader Features		
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs	
13	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	2d6	Medicine Ed	1d6	**Focus**	4d6	**Perception**	4d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	4d6
Combat	2d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		pyukumuku				Icon
Level	15		Total EXP	220	To Next	30	Gender	Female				
Nature	Bashful		+2	SATK	-2	SATK	Shiny?	Normal				
Type	WATER	--	Likes	None	Dislikes	None	Egg Group	Water 1		-		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	6		6	1	7	--	--	46		46	46	4
ATK	6		6		6		6	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	13		13	12	25		25	Vs ATK	5	23	15	11
SATK	3		3		3		3	Vs SATK	5	DR:		
SDEF	13		13	12	25		25	Vs Any	0	Training Exp:		7
SPD	1		1		1		1	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	4	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 6	At-Will	4	Melee, 1 Target	--	--
Water Sport	Water	Status	--	-- -- --	EOT	--	Burst 2, Coat	All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Fire Type Moves. After a target has been hit by a damaging Fire Type Move, the coat is removed. *Grants Fountain	Cute - Sabotage
Mud Sport	Ground	Status	--	-- -- --	EOT	--	Burst 2	All targets in the burst, including the user, gain a Coat which grants them 1 Step of Resistance to Electric Type Moves. After a target has been hit by a damaging Electric Type Move, the coat is removed.	Cute - Sabotage
Harden	Normal	Status	--	-- -- --	At-Will	--	Self	Raise the user's Defense by +1 CS.	Tough - Sabotage
Bide	Normal	Physical	Effect	See Effect -- --	Scene	--	Burst 1, Friendly	The user may use Bide as a Reaction Move upon being Hit by a Damaging Move. During their next available turn, the user may Shift and then use Bide, causing all Adjacent foes to lose X HP, where X is the amount of Damage taken since declaring use of Bide (Loss of life through effects such as Poison is not 'Damage').	Tough - Double TIme
Helping Hand	Normal	Status	--	-- -- --	EOT	--	4, 1 Target, Priority	Helping Hand grants the target +2 on its next Accuracy Roll this round, and +10 to its next Damage Roll this round.	Smart - Good Show!
Safeguard	Normal	Status	--	-- -- --	Scene	--	Blessing	Blessing – Any user affected by Safeguard may activate it when receiving a Status Affliction to ignore the effects of that Status Affliction on their next turn. Safeguard may be activated 3 times, and then disappears.	Beauty - Sabotage
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Water		1	1	1	1	1	1	1	1	0.5
Type 3	**Type 4**									
None	None	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
Type 5	**Type 6**	0.5	0.5	1.5	1.5	1	0.5	1	1	1
None	None									

Capabilities

Overland	3	Levitate	0	Power	2
Sky	0	Burrow	0	Weight	1
Swim	4	Jump (H/L)	1 / 1	Size	Small
Naturewalk:		-			

Other Capabilities

Amorphous	Gilled	Underdog	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Innards Out	Scene x2 - Free Action	Trigger - The user is hit by a damaging attack The user resists the triggering attack one step further. After the attack is resolved, a foe within 2 meters loses Hit Points equal to twice the amount of Hit Points lost by the user from the triggering attack, even if the triggering attack caused the user to Faint.
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Augmenation Shock

Shocked At	Penalties
11	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	**1d6+1**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**2d6**	Medicine Ed	**1d6**	**Focus**	**4d6**	**Perception**	**3d6+1**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**3d6**
Combat	**1d6**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Salandit				Icon
Level	15		Total EXP	220	To Next	30	Gender	Male				
Nature	Lax		+2	DEF	-2	SDEF	Shiny?	Normal				
Type	POISON	FIRE	Likes	Sour	Dislikes	Bitter	Egg Group	Dragon		Monster		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	5		5	4	9	--	--	52		52	52	5
ATK	4		4		4		4	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	6		6	4	10		10	Vs ATK	2	26	17	13
SATK	7		7	9	16		16	Vs SATK	0	DR:		
SDEF	2		2		2		2	Vs Any	3	Training Exp:		7
SPD	8		8	8	16		16	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	4	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 4	At-Will	4	Melee, 1 Target	--	--
Scratch	Normal	Physical	4	1d8+6 + 4	At-Will	2	Melee, Pass	--	Tough - Steady Performance
Poison Gas	Poison	Status	--	-- -- --	Scene	6	Burst 1 or Cone 2	Poison Gas Poisons all legal targets.	Smart - Steady Performance
Ember	Fire	Special	6	2d6+8 + 16	At-Will	2	4, 1 Target	Ember Burns the target on 18+. *Grants: Firestarter	Beauty - Steady Performance
Sweet Scent	Normal	Status	--	-- -- --	Scene	2	Burst 2, Friendly	Targets hit by Sweet Scent gain a -2 Penalty to Evasion. (Total Evasion may not be lowered to a negative value.) *Grants Alluring	Cute - Excitement
Dragon Rage	Dragon	Special	15 Dmg	15 -- --	At-Will	2	4, 1 Target	Dragon Rage causes the target to lose 15 HP. Dragon Rage is Special and interacts with other moves and effects as such (Special Evasion may be applied to avoid it, Mirror Coat can reflect it, etc.).	Cool - Steady Performance
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Poison	Fire	1	0.5	1	0.5	2	1.5	0.25	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	1.5	0.25	1	1.5	0.5	1	1	0.25
Type 5	**Type 6**									
None	None									

Capabilities

Overland	5	Levitate	0	Power	3
Sky	0	Burrow	0	Weight	1
Swim	3	Jump (H/L)	1 / 1	Size	Small
Naturewalk:		Mountain			

Other Capabilities

Alluring	Underdog	-	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Corrosion	Static	The user's Poison-Type attacks are resisted one step less, and deal damage to Immune targetsas if they were doubly resisted. The user may Poison and Badly Poison Steel and Poison-Type Pokemon.
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Augmenation Shock

Shocked At	Penalties
13	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	3d6	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	3d6	Medicine Ed	1d6	**Focus**	2d6-1	**Perception**	3d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	4d6+2
Combat	2d6	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	

Nickname						Species		Fletchinder				Icon
Level	17		Total EXP	285	To Next	35	Gender	Male				
Nature	Jolly		+2	SPD	-2	SATK	Shiny?	Normal				
Type	FIRE	FLYING	Likes	Sweet	Dislikes	Dry	Egg Group	Flying		-		
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	6		6	4	10	--	--	57		57	57	5
ATK	7		7	8	15		15	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	6		6	4	10		10	Vs ATK	2	28	19	14
SATK	4		4		4		4	Vs SATK	1	DR:		
SDEF	5		5	1	6		6	Vs Any	4	Training Exp:		8
SPD	10		10	10	20		20	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	4	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	4	Lowered:				

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 15	At-Will	4	Melee, 1 Target	--	--
Tackle	Normal	Physical	4	1d8+6 + 15	At-Will	2	Melee, 1 Target, Dash, Push	The target is Pushed 2 Meters.	Tough - Steady Performance
Flame Charge	Fire	Physical	7	2d6+10 + 15	At-Will	2	Melee, 1 Target, Dash, Full Action	The user Shifts before or after attacking, ignoring Slow Terrain. If the user did not move through Slow Terrain during this Shift, raise the user's Speed 1 Combat Stage.	Tough - Excitement
Quick Attack	Normal	Physical	4	1d8+6 + 15	At-Will	2	Melee, 1 Target, Priority	--	Cool - Saving Grace
Peck	Flying	Physical	6	2d6+8 + 15	At-Will	2	Melee, 1 Target	--	Cool - Steady Performance
Agility	Psychic	Status	--	-- -- --	EOT	--	Self	Raise the user's Speed 2 Combat Stages.	Cool - Saving Grace
Flail	Normal	Physical	7	2d6+10 + 15	EOT	2	Melee, 1 Target	For each Injury the user has, Flail's Damage Base is increased by +1.	Cute - Double Time
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Fire	Flying	1	0.5	1	1	0	2	0.25	1	0.5
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	0.5	1.5	0.25	1.5	1	1	1	1	0.5
Type 5	**Type 6**									
None	None									

Capabilities

Overland	3	Levitate	0	Power	2
Sky	7	Burrow	0	Weight	2
Swim	0	Jump (H/L)	2 / 2	Size	Small
Naturewalk:		-			

Other Capabilities

Firestarter	Guster	Underdog	-	-	-

Weather & Terrain Reference

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Stratagem Reference

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Abilities

Name	Frequency	Effect
Tangled Feet	Static	While Confused or Slowed, the user gains +3 Evasion. The user is immune to the Vulnerable Condition.
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Augmenation Shock

Shocked At	Penalties
14	0

Augmentation Capacity

Total	Used	Free
10	0	10

Upgrader Features

Efficient Installation?	Experimental Designs	
No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	**4d6+2**	General Ed	**1d6**	Tech Ed	**1d6**	Intuition	**2d6**
Athletics	**3d6**	Medicine Ed	**1d6**	**Focus**	**3d6**	**Perception**	**4d6**
Charm	**2d6**	Occult Ed	**1d6**	Guile	**2d6**	**Stealth**	**2d6**
Combat	**3d6**	Poké Ed	**1d6**	Intimidate	**2d6**	Survival	**2d6**
Command	**2d6**			**Sheet Color:**		Purple	

Nickname						Species		Kangaskhan				Icon
Level	30		Total EXP	1165	To Next	95	Gender	Female				
Nature	Brave		+2	ATK	-2	SPD	Shiny?	Normal				
Type	NORMAL	--	Likes	Spicy	Dislikes	Sweet	Egg Group	Monster	-			
Stat	Species	Mod	Base	Added	Total	Stage	Adj.	Max HP	Injuries	Injured HP	Current HP	Tick
HP	11		11	9	20	--	--	100		100	100	10
ATK	12		12	14	26		26	Evasion Bonuses		1/2 HP	1/3 HP	1/4 HP
DEF	8		8	7	15		15	Vs ATK	3	50	33	25
SATK	4		4		4		4	Vs SATK	3	DR:		
SDEF	8		8	7	15		15	Vs Any	2	Training Exp:		15
SPD	7		7	3	10		10	Status Afflictions:		Vitamins:		
Held Item:			Pts Left:	0	Extra Items:							
Item Description:	--											
						Tutor Points		Skill Background				
Digestion/Food:			--			Earned:	7	[Brief Description]				
Weapon Name:			Mods:			Spent:		Raised:				
Weapon Desc:						Left:	7	Lowered:				

Kangaskhan

Inherited Moves			
Level 20		Level 30	
Level 40		Level 50	
Level 60		Level 70	
Level 80		Level 90	
Learned:		Remaining:	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect	Contest Stats
Struggle	Normal	Physical	4	1d8+6 + 26	At-Will	4	Melee, 1 Target	--	--
Comet Punch	Normal	Physical	4	1d8+6 + 26	At-Will	4	Melee, 1 Target, Five Strike	--	Tough - Reliable
Fake Out	Normal	Physical	6	2d6+8 + 26	At-Will	2	Melee, 1 Target, Priority	Fake Out can only be used with Priority upon joining an encounter; if usd in this way, Fake Out Flinches the target. Switching out resets the requirement of joining an encounter.	Cute - Exhausting Act
Bite	Dark	Physical	6	2d6+8 + 26	At-Will	2	Melee, 1 Target	Bite Flinches the target on 15+.	Tough - Steady Performance
Double Hit	Normal	Physical	6	2d6+8 + 26	EOT	3	Melee, 1 Target, Double Strike	--	Smart - Reliable
Mega Punch	Normal	Physical	10	3d8+10 + 26	At-Will	4	Melee, 1 Target	--	Tough - Desperation
Rage	Normal	Physical	4	1d8+6 + 26	At-Will	2	Melee, 1 Target, Spirit Surge	The user becomes Enraged. Until the end of the user's next turn, if the user is Enraged, the user gains +1 Attack Combat Stage whenever they are damaged by an Damaging Move or Attack.	Cool - Get Ready!
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Type Effectiveness

Type 1	Type 2	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL
Normal		1	1.5	1	1	1	1	1	0	1
Type 3	**Type 4**	FIRE	WATER	GRASS	ELECTR	PSYCHC	ICE	DRAGON	DARK	FAIRY
None	None	1	1	1	1	1	1	1	1	1
Type 5	**Type 6**									
None	None									

Capabilities

Overland	7	Levitate	0	Power	7
Sky	0	Burrow	0	Weight	4
Swim	4	Jump (H/L)	3 / 3	Size	Medium
Naturewalk:		-			
Other Capabilities					
Marsupial	-	-	-	-	-

Weather & Terrain Reference	Stratagem Reference
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Abilities

Name	Frequency	Effect
Scrappy	Static	Ghosts are not immune to the user's Normal and Fighting-Type Moves.
Defiant	Static	Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Attack is raised 2 Combat Stages.
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Augmenation Shock		Augmentation Capacity			Upgrader Features		
Shocked At	Penalties	Total	Used	Free	Efficient Installation?	Experimental Designs	
25	0	10	0	10	No	0	2

Pokémon Augmentations

Name	Slot	Capacity	Effect
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Poké Edges

Name	Cost	Effect
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Pokémon Skills

Acrobatics	4d6+2	General Ed	1d6	Tech Ed	1d6	Intuition	2d6
Athletics	4d6	Medicine Ed	1d6	**Focus**	2d6+2	**Perception**	3d6
Charm	2d6	Occult Ed	1d6	Guile	2d6	**Stealth**	2d6
Combat	3d6+1	Poké Ed	1d6	Intimidate	2d6	Survival	2d6
Command	2d6			**Sheet Color:**		Purple	